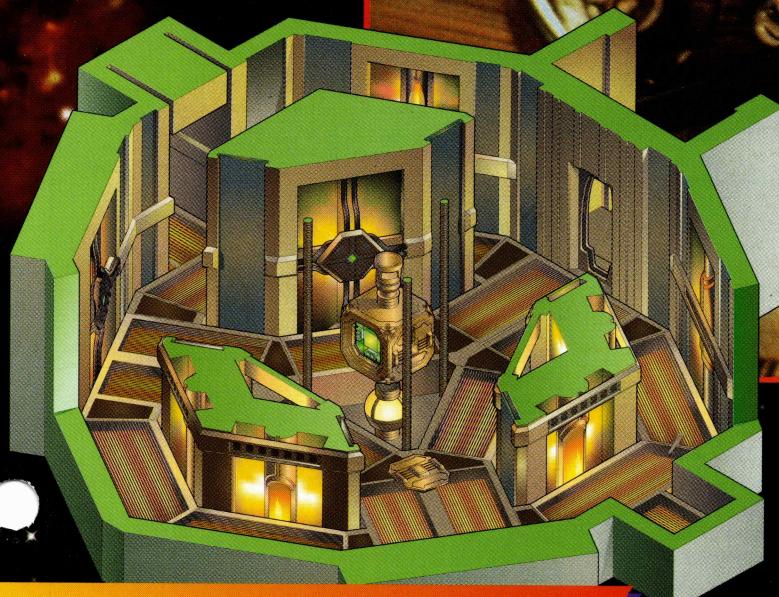
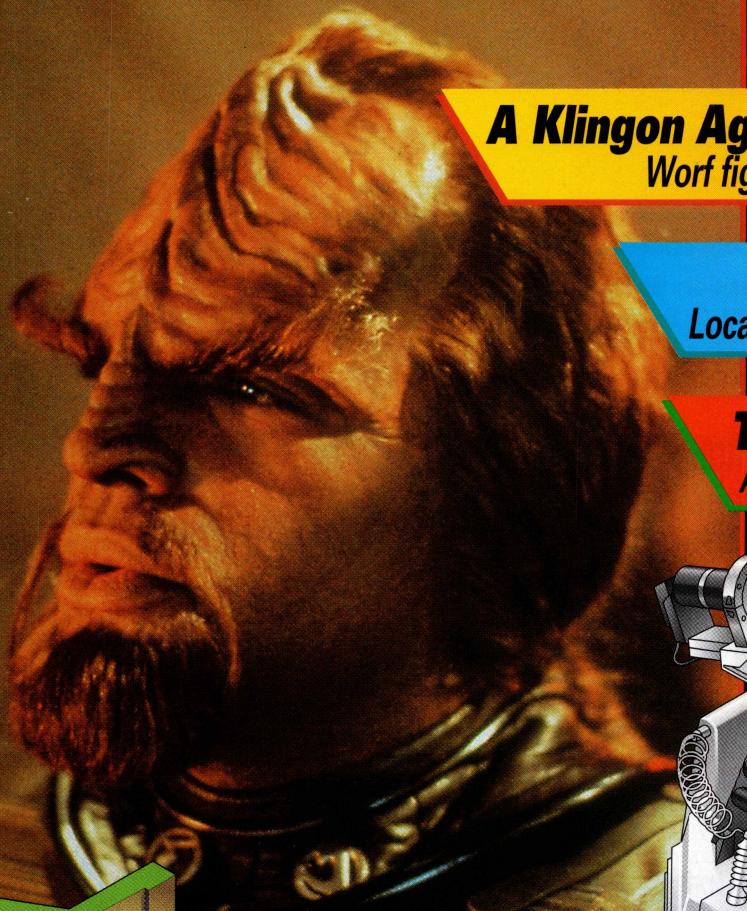
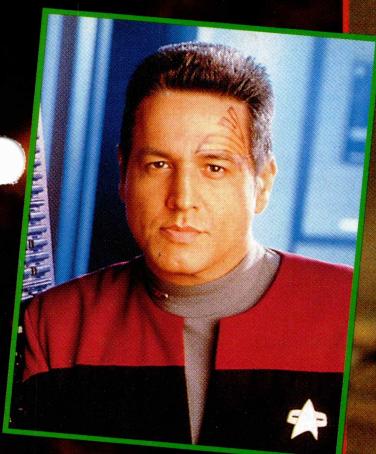
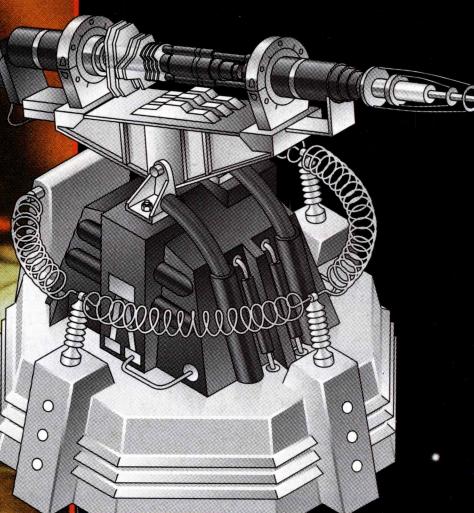


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The Central Plexus
Nerve Center of the Borg



The Power of the Death Ray
Dr. Chaotica's instrument of destruction



Rising from Isolation
The visionary Mirasta Yale

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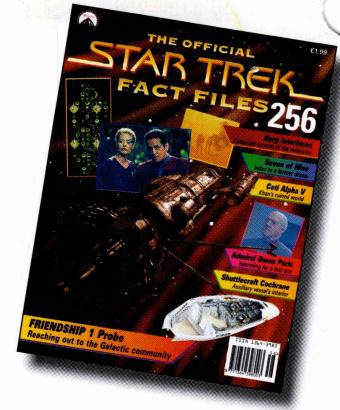
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THE CHAKOTAY INDEX

Initially sought by Captain Kathryn Janeway as the leader of a Maquis cell, Commander Chakotay comes to be an important part of the *U.S.S. Voyager NCC-74656* crew, providing the determined captain with valuable wisdom and calm reassurance under even the most trying of circumstances.

Chakotay and Command



Commander Chakotay leads the crew of the *U.S.S. Voyager NCC-74656* with finesse and authority during those rare occasions when Captain Kathryn Janeway cannot take her place on the bridge.

FILE 43 CARD 52B

First Officer's Office



As first officer of the *U.S.S. Voyager NCC-74656*, Commander Chakotay has a comfortably equipped office from which to work.

FILE 29 CARD 31

Commander Chakotay

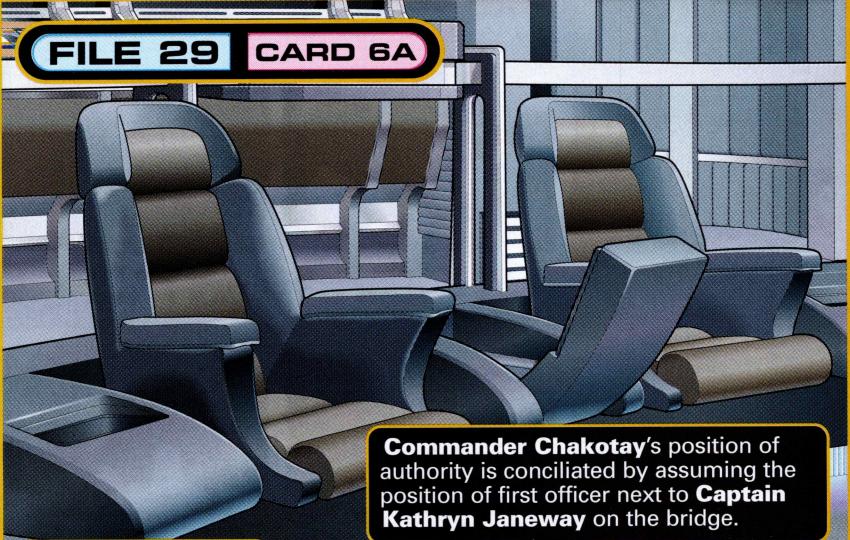
"I still have to tell you what I believe. I wouldn't be any good to you if I didn't."

— Commander Chakotay to Captain Kathryn Janeway

FILE 43 CARD 52

Commander Chakotay adapts with ease to his new role after his Maquis crew is integrated into the *U.S.S. Voyager NCC-74656*'s Starfleet crew in the depths of the Delta Quadrant.

FILE 29 CARD 6A



Commander Chakotay's position of authority is conciliated by assuming the position of first officer next to Captain Kathryn Janeway on the bridge.

Command Seating

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Chakotay and Janeway face an indefinite future together on New Earth.

Chakotay and Seska



Commander Chakotay conducts a relationship with Ensign Seska throughout 2371, before it is revealed that she is a Cardassian operative assigned to infiltrate his Maquis cell. She subsequently joins the Kazon-Nistrim.

FILE 43 CARD 52D

THE CHAKOTAY INDEX

FILE 1 CARD 46

Chakotay's Ethnic Origins

Chakotay originates from a tribe of Native American people with deeply held spiritual beliefs.



FILE 43 CARD 52C

Maquis Fighter



Chakotay's cell make use of a **Maquis Fighter**. This vessel is hopelessly outclassed by larger ships, but the crew's skill still makes it a potent tool. Chakotay sacrifices his ship by flying it into a **Kazon Raider** in 2371.

FILE 39 CARD 1A

FILE 43 CARD 52A

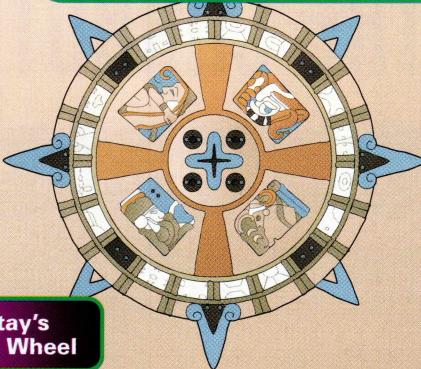
Chakotay abandons his **Starfleet** career when he takes up arms for the **Maquis**. He feels strongly for the former **Federation** colonists in the **Demilitarized Zone**.



Chakotay and the Maquis

Lt. B'Elanna Torres uses **Chakotay's** medicine wheel to guide him back to life after his consciousness is separated from his body in 2371.

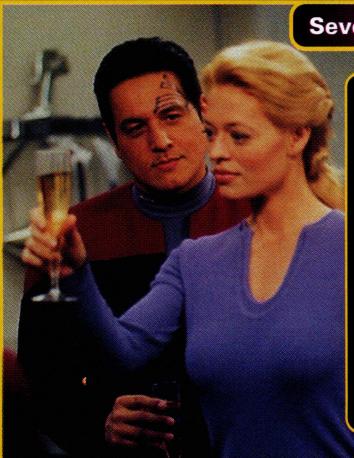
FILE 18 CARD 31B



Chakotay's Medicine Wheel

Seven of Nine and Romance

Seven of Nine's experimentation with romantic encounters in 2377 initially takes the form of a holographic version of **Commander Chakotay**. The former **Borg drone** eventually grows close to the real commander, and as they come within reach of Earth, he states that he wants to be anywhere within **transporter** range of her.



FILE 43 APPENDIX CARD 3C

CHAKOTAY STARSHIP LOG: Key episodes



'Caretaker'
FILE 71 CARD 1



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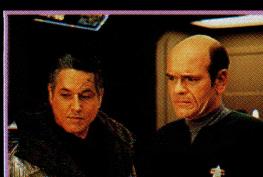
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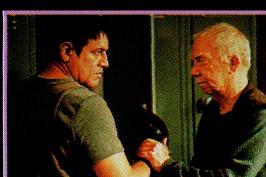
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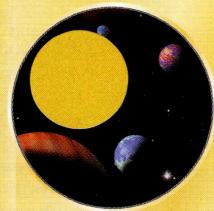
'Shattered'
FILE 71 CARD 151



'Natural Law'
FILE 71 CARD 162

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FILE 4 CARD 39



STAR SYSTEMS



STAR SYSTEMS

TRELKA V

During the Dominion war, the Cardassian Union fortifies many of its frontline tactical outposts in order to protect Cardassia Prime and its outlying colonies. One of the most dangerous and heavily protected facilities is the *starbase* on planet Trelka V.

The Trelka Star System exists just inside the **Cardassian** borders, beyond the **demilitarized zone** that buffers it with **Federation** space, and the fifth planet in the system is a major part of a logistic and tactical chain that stretches all the way back to **Cardassia Prime**.

The facts behind the construction of the **Trelka V** installation are not known to Federation or **Klingon** tacticians, but even from the most cursory scans it is clear that the Cardassian *starbase* in place

there is an impressive construction and a major thorn in the side of the Allied offensive during the **Dominion war**.

Shades of gray

The planet itself is a relatively unremarkable place. A moderately sized world, Trelka V is characterized by its pale gray-white appearance as seen from orbit. This corpse-like coloration comes from a near-constant cover of thin clouds in the upper atmosphere, and from the vast sheets of glacier and ice fields that cover the planetary surface. Orbiting on the very outer edge of Trelka's star's life zone, Trelka

The bright side of Trelka V is an unremarkable shade of gray when viewed from orbit. No distinguishing geographical features are visible, and a light cloud cover further inhibits sightings of constructed landmarks and buildings.



V is warm enough to be classified as a **Class-M** world, but it is still too cold to have anything more than rudimentary animal and plant life. This icy wilderness is the perfect site for a Cardassian military facility, secluded from the prying eyes of spies, with no local natives to cause problems.

Protected planet

The *starbase* is made up of two main facilities. The first is the *starbase* headquarters: a large, self-contained complex on

the planet's surface, situated close to the equator in a valley ringed with steep mountains. This massive building resembles a metallic volcano, built around a trilateral symmetry of circular

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STAR TREK:
DEEP SPACE NINEFile 70

MARTOK'S CAVALRY RAID

Tour de force

The attack on the Trelka V *starbase* is initially part of a much larger mission to conduct hit-and-fade attacks on several Cardassian and Dominion holdings during the early part of 2375. Likened by Captain Benjamin Sisko to a cavalry raid, General Martok leads a force of five *Birds-of-Prey*, including his flagship, the *I.K.S. Ch'Tang*, and the vessels *I.K.S. Orantho*, *Slivan*, *Malpara*, and *Ning'tao*. The plan includes penetrating the Cardassian border before undertaking fast strikes on Trelka V, the *Manora* shipyards, the Jem'Hadar breeding facility on Sheva II, and a series of supply depots in the Borias Cluster. After the attacks, the Klingon force returns to a rendezvous point in the Kalandra Sector, where a Starfleet force of eight ships led by the *U.S.S. Defiant* NX-74205 waits to deal with any enemy pursuers.



General Martok stands firm when his vessel is attacked during the daring raid on Trelka V.

As a member of the House of Martok, Worf is always present when needed.



Planet	Trelka V
Class	M
Quadrant	Alpha
Inhabitants	Various
Surface	Barren plains of rock and ice fields
Atmosphere	Oxygen/Nitrogen
Moons	Unknown
Features	The fifth planet in the Trelka System is home to a large Cardassian starbase providing supplies and material to Cardassian Union and Dominion military forces throughout the duration of the Dominion war. A spacedock is on the dark side of the planet.
Starship Log	STAR TREK: DEEP SPACE NINE 'Once More Unto the Breach'

▼ The starbase on Trelka V is attacked by three KLINGON BIRDS-OF-PREY in an attempt to cripple the Dominion outpost. They burst into the atmosphere on the bright side of the planet from out of orbit.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 39

TRELKA V



STAR SYSTEMS



► The starbase on Trelka V is set in a valley surrounded by craggy mountains. It is naturally defended by the local geography, and the mountainous ring acts as an extra defensive enforcement.



► Shades of gray provide an appreciable degree of camouflage to the starbase on Trelka V. The Cardassian tactical station rises from its rocky foundations like a small hill.



► The tactical center takes on an earth-toned color when approached from ground level. It is crucial that the starbase melds as much as possible with the surrounding environment.

sections and radiating fan-shaped constructions. The gunmetal-gray building most likely houses machine shops and repair facilities along with quarters, and a main reactor core for power supplies.

Heavy defense

Primary and secondary deflector shield grids defend the base from attack, while 15 polaron beam anti-aircraft defense batteries are arranged on an outermost ring structure. These batteries have more than 180 degrees of movement, and can track fast-moving targets at point-blank range. Low bunkers and towers housing weapons and sensor arrays pattern the base periphery.

The full extent of the

ground facility's complement is unknown, but close-range scans detect a garrison of 10000, most likely with a high percentage of the Dominion's Jem'Hadar shock troopers. The base also has a rapid deployment damage control team capable of commencing repairs only moments after an enemy attack has taken place.

Secret spacedock

The second main facility at Trelka V is a **spacedock** in a close planetary orbit. Positioned on the planet's nightside, the *spacedock* is large enough to cater to the needs of several vessels, typically maintaining three or more Cardassian **Galor**-class cruisers, two of

GALAXY FACTS

► Klingon cloaking devices render their starships almost totally undetectable; however, Dominion technology equips Jem'Hadar Attack Ships with long-range tachyon scanner arrays that can easily penetrate a cloaking field.

► The Klingon warrior Kor holds the honorific rank of Dahar Master, a title bestowed only on the greatest of the Empire's heroes.

which are always on standby alert for interception or defense.

General Martok's abortive hit-and-run attack on the Trelka V starbase in early 2375 inflicts severe losses on the facility, with the destruction of only one **Klingon Bird-of-Prey** and three further ships damaged, but at the end of the operation the base and its troops are largely untouched.

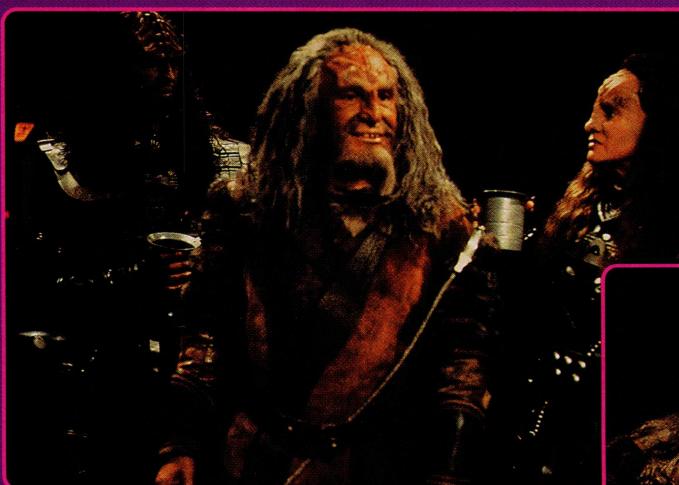
Starfleet Captain Benjamin Sisko notes an attack force as strong as "half the **Ninth Fleet**" would be required to take the base; instead, Martok's strike serves to bloody the nose of the **Cardassian Central Command**, keeping them off-balance toward the end of the Dominion war.

KOR'S LAST STAND

Death before dishonor

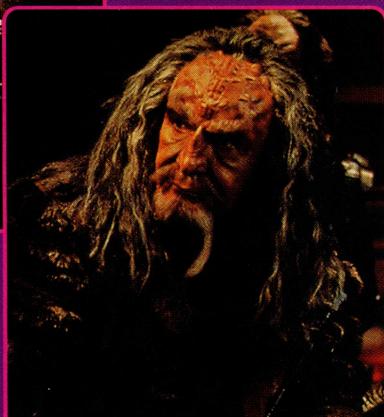
The raid on Trelka V represents the final mission for Kor, a Klingon warrior whose career stretches back to the late 2260's. After conflicts with the Federation at Organia and Caleb IV, Kor was named Dahar Master for his victory over the Romulans at Klach D'Kel Brakt. His high-handed manner, however, has earned him many enemies over the years, including General Martok; by the 2370's, Kor's influence in the Empire is practically nil.

Calling in a favor from his friend Worf, Kor asks for a posting aboard the warship *I.K.S. Ch'Tang* in order that he might find a warrior's death fighting the Dominion. Despite an incident during the Trelka V attack, Kor eventually succeeds by taking Worf's place in command of the *I.K.S. Ning'tao* on a suicide run against 10 Jem'Hadar Attack Ships.



► Kor assumes Worf's place at the helm of the *I.K.S. Ning'tao* in an act of redemption. It is his last chance to die with honor, instead of the debilitating senility which will leave him to perish in pathetic dementia.

► Kor is a seasoned Klingon war hero, but his actions in the past leave him with few friends. He is, however, looked upon with reverence by the crew of the *I.K.S. ROTARRAN*, who avidly listen to his stories of glory in battle against the Federation.



The Guide to the STAR TREK Galaxy

FILE 4 CARD 38

WOLF 359



STAR SYSTEMS



STAR SYSTEMS

Nothing is remarkable about the small red dwarf star Wolf 359, except its place in history. The battle there is the worst defeat ever suffered by Starfleet, and the closest Earth came to Borg assimilation.

Wolf 359 is one of over 70 red dwarf stars located in the sun's immediate area. In fact, the Wolf 359 Star System is the third closest to Sol with a distance of only 7.5 light years; only the triple star system of Alpha Centauri (at 4.35 light years) and Barnard's star (at 5.98 light years) sit closer in space to our Sun.

Even though it is so close to Earth, Wolf 359 is so faint that human eyes are incapable of

registering its presence. A telescope, however, will reveal it as a faint red dot of light. Observed from Earth, this diminutive star is situated in the constellation of Leo.

Starstruck

The star remained a secret until the time of a 19th-century pioneer of astrophotography, Maximilian Franz Joseph Cornelius Wolf. He lived from 1863 to 1932, and during his career significantly developed the art of astronomical



Locutus watches the battle at Wolf 359 with calm indifference. He knows resistance is futile; he has a seminal role in the strategy to defeat Starfleet, and insider information.

photography. In 1900, he invented an instrument with the optics company Carl Zeiss in Jena, Germany to compare two astronomical photographs. Called the 'blink comparato,' the instrument was used 24 years later by Clyde Tombaugh at the Lowell Observatory, Arizona to discover Pluto.

By analyzing his photographic plates, Wolf discovered hundreds of red dwarf stars, variable stars, and asteroids in addition to about 5000 nebulae during the

course of his working life.

Later studies of the starlight emitted by Wolf 359, allowed other Earthly astronomers to classify it as an M6 main sequence star. M-class stars are the small red dwarf stars and the sub-classification indicates that Wolf 359 is very small indeed. Its surface temperature is only 2500 degrees centigrade, compared to the 6000 degrees centigrade of Earth's own Sun. In terms of size, Wolf 359 is only about a third of the Sun's radius and contains

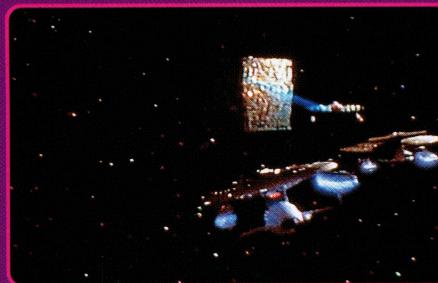
TOO CLOSE FOR COMFORT

Battle of Wolf 359

Wolf 359 is where the stand-off between the United Federation of Planets and the Borg collective takes place with devastating consequences. With the assistance of Locutus - Captain Jean-Luc Picard - the Borg are an indomitable force, and easily defeat the fleet. Earth is vulnerable to attack, and the U.S.S. Enterprise NCC-1701-D is the planet's only hope.



Captain Jean-Luc Picard is assimilated by the Borg, and forced to facilitate the assault on the Federation.



An armada of 40 starships is led by Admiral J.P. Hanson in a vain attempt to prevent the Borg invasion of Earth.



The U.S.S. MELBOURNE NCC-62043 is one of the 39 Federation starships destroyed by the Borg at the battle of Wolf 359 in early 2367.



The U.S.S. ENTERPRISE NCC-1701-D cruises through the wreckage after the devastation at Wolf 359.

Star	Wolf 359
Class	M
Quadrant	Alpha
Also known as	N/A
Location	7.8 light years away from Earth in the constellation Leo. It is the third star from Earth.
Classification	M6 main sequence star, small red dwarf of dim illumination
Remarks	Wolf 359 is the location of Starfleet's worst defeat ever. The loss is at the initiative of the assimilating force of the Borg collective.
Starship Log	STAR TREK: The Next Generation 'The Best of Both Worlds'

Acting Captain William Riker and Commander Shelby view the battle wreckage from the bridge of the U.S.S. ENTERPRISE NCC-1701-D. They are overwhelmed by the sight.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 38

WOLF 359

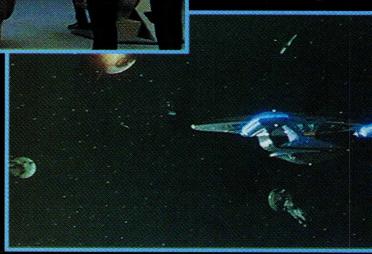


STAR SYSTEMS



Locutus watches the battle at Wolf 359 from inside the BORG CUBE. The Federation is outmatched by the Borg.

The ENTERPRISE travels through the star system where Wolf 359 is found. The vessel is rushing to the site of the battle.



just one fifth of the mass.

It converts its mass to energy so slowly that it will live for many times longer than the Sun's 10 billion-year lifespan. This weak energy generation is what makes the star so faint, causing it to emit hundreds of times less light than the Sun.

Red dwarf

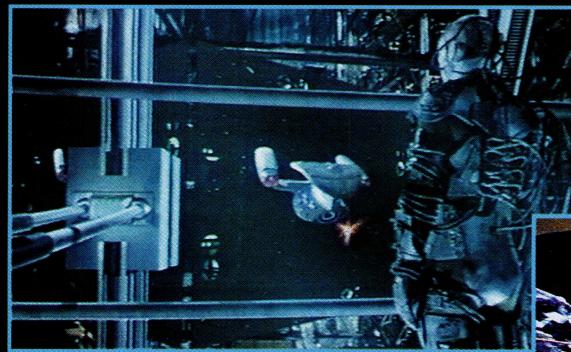
Although it may come as a surprise, astronomical surveys clearly show that despite its diminutive size, stars of this type make up more than half the stellar population of our Galaxy.

Late 20th-century astronomers observed Wolf 359 using the first telescope to be placed in space, a joint American and European instrument called the Hubble Space Telescope. They were searching for planets and failed stars, known as brown dwarfs, locked in orbit around other stars. They included Wolf 359 on their target list. In

order to see such faint companions, they used a device called a coronagraph to block out light from the star itself. Although, many double and multiple star systems were identified in this way, nothing extra was found in the Wolf 359 System.

Even if they had found planets, red dwarf stars are so faint that it is hard to imagine them ever being successful abodes of life. If Wolf 359 were to replace the sun, its weak light would mean that Earth would be an icy planet, totally unsuitable for life. A planet closer to the star might be warm enough but there would be other problems.

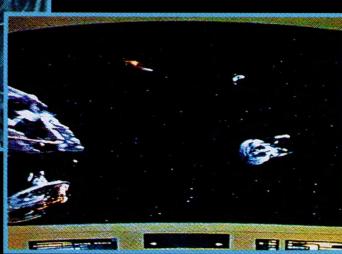
Close to the star, the planet would be prevented from spinning by the star's gravitational field. So one side of the planet would be in perpetual day, whilst the other remained in unending night. The color of light emitted by the



star would mean that plant life would be severely challenged. On Earth, plants survive because they convert the light emitted by the sun into energy in a process called photosynthesis. The red light from Wolf 359 would be insufficient to truly nurture similar plants. Hence, any plant life that evolved on a planet around a red dwarf would have to evolve to make more efficient use of the less powerful starlight.

Even if life overcame these two problems, a yet more serious threat exists. Even though they are dim, red dwarf stars are not without 'teeth.' Many exhibit unusually violent flare activity, which can sporadically double their brightnesses. Wolf 359 is no exception. During the 20th century, human astronomers discovered Wolf 359's capacity for flare activity. Although the flares are rarer than on some other red dwarf stars and only last a few minutes, the scientists of the time rapidly realized that the

Wolf 359's star system has become a starship cemetery.



accompanying, 10000 fold increase in X-ray emission would be lethal to any life forms that had fought to start up.

Battle site

Early in 2367, the name of star system Wolf 359 passes into infamy across the **United Federation of Planets**.

It is the site of a terrible battle between the **Borg**, who are attempting to reach Earth, and the Federation who are trying to halt them. Forty Federation starships, led by **Admiral J.P. Hanson** in his flagship, the **U.S.S. Melbourne NCC-62043**, take on a lethal **Borg cube**. The battle ends in utter defeat for the **Starfleet** armada. 11000 lives are lost, and only one ship, out of the entire fleet, survives. The Borg had previously captured and assimilated **Captain Jean-Luc Picard**, gaining instant access to his knowledge of Starfleet and their battle tactics.

During the conflict, the Borg use the pirated information about Federation ships, and personnel with unerring ruthlessness. Admiral Hanson exacerbates the circumstances by underestimating the completeness of the assimilation process.

He assumes he can still count on some vestige of Picard's immense courage to resist the Borg, and not reveal the Federation's defenses.

One of the survivors is

Lt. Commander Benjamin Sisko, first officer of the **U.S.S. Saratoga NCC-31911**.

Sisko issues the order to abandon ship, when his captain is killed, as the computer warns of an imminent **warp core** breach. Tragically, Sisko loses his beloved wife, **Jennifer**, but succeeds in rescuing his young son, **Jake Sisko**. They flee in an escape pod, just seconds before the entire ship explodes.

TRAGEDY REVISITED

A great loss

The Battle of Wolf 359 resulted in over 11000 Federation casualties, all of them personal losses. In 2367 Lt. Commander Benjamin Sisko loses his wife, Jennifer, when the **U.S.S. Saratoga NCC-31911** is destroyed. He maintains bitterness toward Locutus - Captain Jean-Luc Picard - for his unwitting part in her demise.



An explosion aboard the **U.S.S. SARATOGA NCC-31911** precipitates the crew evacuation into escape pods.



Lt. Commander Sisko finds it difficult to watch as the vulnerable **SARATOGA** is targeted by the **BORG CUBE**.



The **SARATOGA** is destroyed. On board was Sisko's beloved wife, Jennifer, only he and his son survive.

GALAXY FACTS

The mass of Wolf 359 is 10-20 percent of Sol.

A M-Class planet could exist within 0.005 AU of Wolf 359, but the planet's rotation would be tidally locked. Planetary water would be effectively stagnant.

The Guide to the STAR TREK Galaxy

FILE 18

CARD 1C



OTHER GROUPS
AND RACES

OTHER GROUPS
AND RACES

SILICON-BASED LIFE FORMS

The United Federation of Planets encompasses many cultures and races, but it is increasingly encountering varying life forms, the most common of which is silicon-based.

Human beings, in common with most other life forms found across the United Federation of Planets, are based on the element carbon. This chemical is an essential component of the molecules that give rise to life. On a number of occasions, starships and their crews encounter much rarer forms of life – those based upon the chemical silicon.

Both carbon and silicon are formed from lighter elements in the hearts of stars. Inside the stellar cores, temperatures, and pressures conspire to force atoms together, fusing them into heavier elements. At the end of the star's life, it spews its contents back into space, enriching the universe with these exotic chemicals.

This process has been taking place since the

beginning of the universe, about 15 billion years ago. It probably took between one third and one half of the present age of the universe for enough carbon and silicon to build up in space but, once it was there, life of both types became possible throughout the Galaxy.

A different life form

Carbon-based life flourished more widely, however, indicating that it is this particular element which is most suited to forming the long chain molecules such as the DNA and proteins that biology relies upon.

When scientists on 20th-century Earth first began thinking about alternative biochemical scenarios silicon was an obvious choice. The reason is that it shares certain similarities with carbon. The structure of electrons around a carbon atom is such that



it can donate or accept electrons from other atoms when it forms bonds. This versatility allows it to interact and build molecules with a large number of other atoms.

Silicon atoms are arranged in a similar structure, although they possess more electrons than carbon, allowing them the ability to accept or donate electrons. The problem with silicon is that the larger number of electrons produces weaker bonds than those made by carbon. Silicon, however, can reinforce its bonds by closing in on itself and

becoming crystalline. It has been speculated that unless the life form resembled some kind of gigantic crystal, this element might result in only fragile life forms.

A change in thinking

Some early scientists felt that, despite its similarities with carbon, silicon's differences were overwhelming, and they therefore dismissed silicon-

based life as too improbable. By the 21st century, however, scientists began to change their minds, and believe it could be viable in certain, special locations. An early advocate was the Cornell physicist, Thomas Gold, who speculated that microbial silicon-based life could exist

COLONIZATION BY FORCE

Terraforming Velara III

In 2364, the U.S.S. Enterprise NCC-1701-D visits the uninhabitable planet Velara III. It is in the process of being terraformed under the direction of Kurt Mandl and his team, and he is unenthusiastic in welcoming his Starfleet guests.

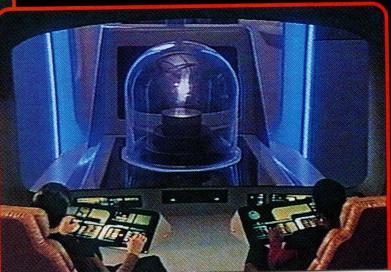
After an apparent accident injures a technician, Commander Data and Lt. Commander Geordi La Forge investigate possible reasons behind the equipment malfunction. They discover an indigenous crystalline life form in the water table that is trying to protect itself from harm.

► The away team is impressed with the progress that Kurt Mandl and his colleagues have made on Velara III.

► A scan of the surface of Velara III reveals no indigenous life forms. There are no visible signs of life.



► The crew of the U.S.S. ENTERPRISE NCC-1701-D examines the crystalline microbrains.



OTHER CARDS IN THIS FILE...

132 GALAXY'S CHILD

161 THE HORTA

163 SHA KA REE

SEE OTHER FILES...

STAR TREK:

The Original Series.....File 68

STAR TREK:

THE NEXT GENERATION...File 69

GALAXY FACTS

► The Velara III 'microbrains' use groundwater to form pathways to operate as a consciousness.

► The Horta attacked the ignorant miners when they unwittingly break in to the Vault of Tomorrow.



► The intelligent silicon life forms known as 'microbrains' are indigenous to Velara III, and live in the water tables.

deep inside the Earth, or indeed inside other worlds where the physical conditions might compensate for silicon's shortcomings.

By the 23rd century, however, many of the problems associated with silicon-based life, including those which scientists originally thought would be insurmountable, turn out to be remarkable predictions of its nature.

Creating energy

One such problem is that the silicon-based life would find it difficult to breathe oxygen for energy. This is because oxygen forms a tight bond to silicon to create silicon dioxide, better known on Earth as quartz. For a silicon life form to use oxygen, it would therefore have to ingest raw, crystalline quartz and chemically extract the oxygen.

If it did not use oxygen, it would have to find energy



The Guide to the STAR TREK Galaxy

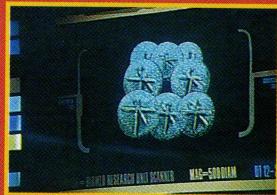
FILE 18 CARD 1C



SILICON-BASED LIFE FORMS

OTHER GROUPS AND RACES

OTHER GROUPS AND RACES

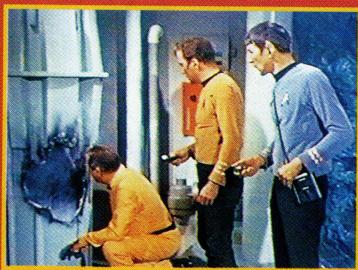


► Terraforming ends on Velara III when its alterations to the subsurface harms the silicon life forms.

from an alternate chemical source. But none of the alternatives are as energy-packed as oxygen. The danger implicit in taking this evolutionary route is that the being might become forever stuck as a dumb animal. This is because it may have insufficient energy available to power a brain capable of intelligence.

Another sticking-point is that carbon-based life uses water as a solvent in which all chemical reactions take place. Water would be useless for silicon-based life because acids are better suited to the task, in particular, hydrofluoric acid.

In their exploration of the Galaxy, the United Federation of Planets come across the first silicon life form on the planet **Janus VI** during 2267. During an investigation into the mysterious deaths that occur among the planet's community of miners, **Captain James T. Kirk** and **Mr. Spock** discover a creature that calls itself the **Horta**. It confirms the prediction of the early human scientists, by secreting a form of acid that can burn through solid rock



► Captain James T. Kirk and Mr. Spock investigate the damaged wall in the mining colony on Janus VI.

as well as destroying human flesh and bones. Deep inside the rocky crust of the planet, the Horta eats its way along mineral veins, bringing it into conflict with the human miners there.

Forgotten history

Almost 100 years later, in 2364, the Horta's peculiar silicon-based biochemistry has been all but forgotten by Federation scientists. This oversight nearly leads to a disaster during an attempt to terraform **Velara III** into a **Class-M** planet.

The United Federation of Planets insist upon a painstaking number of requirements being met before they will grant permission for a planet to be terraformed. These requirements are to make absolutely sure that no life form is already present on that planet. Unfortunately, the guidelines are written in such a way that they are hopelessly biased toward organic life – in other words, life that is based upon carbon. The Federation scientists, who testify to Velara III's barren

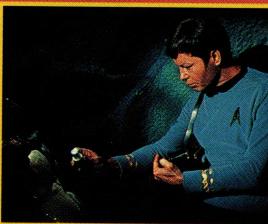


► The Horta procreate through a multitude of eggs. If their well-being is threatened, the mother will take measures to insure their safety.

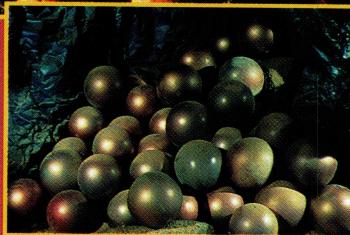
status, fail to recognize that, although they contain no carbon, the subsurface crystalline microbes are nevertheless alive.

These life forms, collectively dubbed the 'microbrain' by the visiting **U.S.S. Enterprise NCC-1701-D** personnel upon their discovery, live just below the surface of the world in a layer of saline water. Here, the salty water acts as the circuitry that allows the individual microbes to work together to produce a collective intelligence. They rely on light, filtering through the top layers of the sandy surface, to provide them with the energy to live and reproduce.

► Dr. Leonard McCoy scans the surviving Horta to determine its life status. He is successful in healing its injuries despite its unique physiology.



Every 50 millennia, all but one Horta dies, leaving it to protect the precious eggs.



The microbrain uses cadmium salt to help it reach out with electrical discharges to the *Enterprise*'s computer. Once it establishes a communication protocol with the computer, it initially declares war on humanity before **Captain Jean-Luc Picard** persuades it of the Federation's peaceful intentions.

It is also speculated that the spaceborne **Crystalline Entity** responsible for the death and destruction on the planets **Omicron Theta** and **Melona IV** amongst others, is a silicon-based life form. Its vengeful destruction in 2368 precludes further investigation, however.

SPARKLING PREDATOR

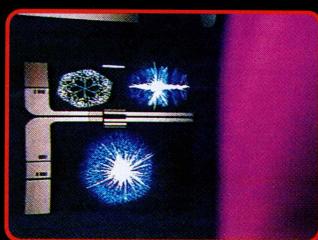
Crystalline Entity

The spaceborne Crystalline Entity is of unknown origin, and travels the universe, feeding on, and deriving its energy from biological life forms. In its wake it leaves devastation and death.

The first official record of the Crystalline Entity is 2336, when it destroys **Omicron Theta**. The being's last attack is on **Melona IV** in 2368, and it is shortly thereafter destroyed with a modulated graviton beam.



► The Crystalline Entity measures hundreds of meters across in all directions. It resembles a giant snowflake.



► A diagnostic display aboard the **U.S.S. Enterprise NCC-1701-D** shows the research of xenologist Dr. Kila Marr.



► The **ENTERPRISE** away team survey the wasteland left behind after the marauding Crystalline Entity has left **Omicron Theta**.



ROLES WITHIN STARFLEET

MISSION SPECIALISTS

DUTIES AND ROLE

Starfleet vessels undertake a wide variety of missions, some of which require specialist knowledge. Ships routinely carry a large number of mission specialists to deal with such situations, but Starfleet will also assign expert officers on a temporary basis.

The officers who are normally assigned to landing party duty are trained to cope with many situations, but a starship's crew also includes a number of experts who are not routinely assigned to off-ship duties, but have specialties that can make them invaluable. These officers are often called upon to supplement the landing party and investigate unusual or unexplained phenomena.

Ready for anything

Many of these mission specialists are academics or scientists. For example, starships carry a ship's historian, and an archeology and anthropology officer who would be equally at home in a university or a teaching facility. In the 23rd century, when **Starfleet** takes a more active approach to the cultures it encounters, starships carry specialists in development and education who are occasionally left behind on planets; these include **Lindstrom**, a sociologist who remains on the planet **Beta III** after the population is freed from control by a malfunctioning computer.

Many of these officers are dedicated specialists, who only work in their chosen field,

Dr. Elizabeth Dehner travels aboard the **U.S.S. ENTERPRISE NCC-1701** in order to monitor the effects of space travel on the crew.



as a consequence they may find themselves unemployed for parts of the ship's mission.

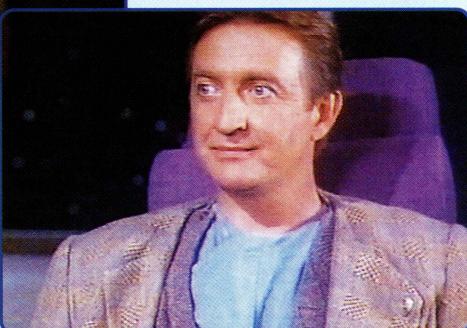
The ship also carries a number of specialists who routinely find their skills in use. A large part of a starship's mission is scientific research, which often includes a geological survey of a planet; this involves specialist teams who will transport down to the surface in order to conduct the mission. In fact, a significant proportion of a starship's crew works in a specialist area. Two of the most obvious groups are the ship's medical and stellar cartography departments. Some of the other specialists have more militaristic skills – in the 23rd century, when the **Federation** is concerned about war with the **Klingons** or the **Romulans**, vessels routinely carry military tacticians.

Many of these specialists are qualified for all situations, but they tend to work exclusively within their own departments. Other Starfleet officers perform a range of duties aboard ship, but also have specialist training; on the **U.S.S. Enterprise NCC-1701**, Dr. **Helen Noel** is a regular member of the medical staff, but is also an expert in the treatment of criminals.

Starfleet actively encourages its personnel to develop these kind of specialist skills, and officers can apply for training as a specialist, allowing them to develop skills in any area in which they are interested, or by following up



Dr. Helen Noel usually works in sickbay, but in 2266 she is given the chance to use her speciality training.



Dr. Paul Stubbs receives help from the **U.S.S. ENTERPRISE NCC-1701-D**, but retains complete control over his work.

on work that they did at the academy. Many of these courses involve a temporary transfer back to **Starfleet Command**, and require a recommendation from a superior officer. One of the most demanding courses is advanced tactical training – only half of those who start the course complete it. **Lt. Ro Laren** is one of the graduates of this course.

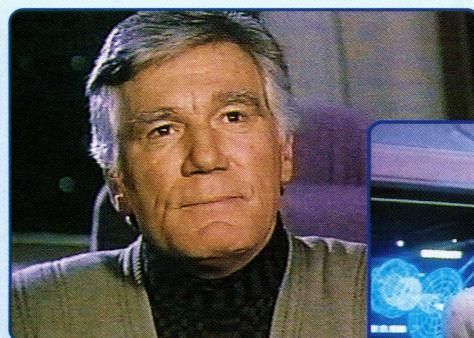
Non-Starfleet specialists

By the 24th century large vessels, such as the *Galaxy* class, carry a large complement of civilians many of whom are trained for research. For example, on the **U.S.S. Enterprise NCC-1701-D**, **Keiko O'Brien** is a botanist who is called upon to examine unusual flora.

Starships can also be assigned to help civilian scientists with their research, despite the fact that they have no links with the ship. In 2366, **Captain Jean-Luc Picard** and his crew are assigned to **Dr. Paul Stubbs**'s project to study **neutronium decay**. The scientific part of the



Ensign Ro Laren helps the crew of the **U.S.S. ENTERPRISE NCC-1701-D** as a mission specialist on a number of occasions.



Kyle Riker is a civilian advisor assigned to brief Starfleet officers.



Keiko O'Brien's role as a civilian botanist is put to good use in the **U.S.S. ENTERPRISE NCC-1701-D**'s arboretum, where she tends to delicate flora.





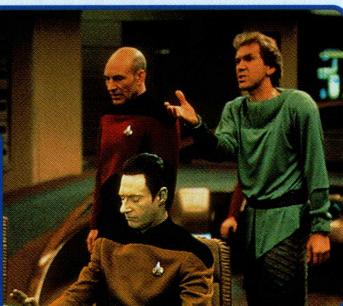
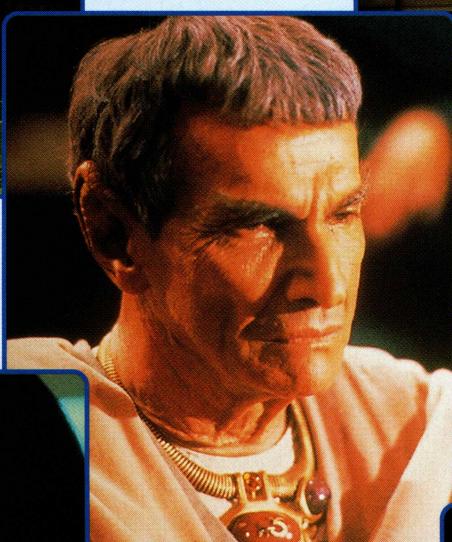
FILE 19 A Guide to FEDERATION STARFLEET



► Ambassador Robert Fox boards the *ENTERPRISE* to assist in a First Contact effort.

► The half human/half Klingon K'Ehleyr is perfectly suited to dealing with delicate negotiations.

► Sarek undertakes a number of important missions during his illustrious career.



► Tam Elbrun's unique talents make him perfectly suited to First Contact with *TIN MAN*.

► Riva is credited with succeeding in many negotiations. His civilian status makes him appear non-biased.

► Worf is assigned to station *DEEP SPACE NINE* in 2372. His ethnic origins make him well suited to advising Captain Sisko during tensions with the Klingon Empire.



► Neela Daren's specialist knowledge is called into use to protect against the fire storms of *Borsallis III* in 2369.

mission is under Dr. Stubbs's control.

Nevertheless, however large a starship's crew is, it cannot cover all eventualities, and for many missions Starfleet will temporarily assign a specialist to the ship. These specialists may be either Starfleet officers or civilian personnel.

Again, some of these mission specialists are principally academics. **Dr. Elizabeth Dehner** is temporarily assigned to the *U.S.S. Enterprise NCC-1701* in 2265 as part of an ongoing research project into the psychological effects of deep space exploration.

Temporary placing

Other specialists may find themselves aboard a vessel for just a matter of days; tactical specialist **Kyle Riker** is assigned to the *Enterprise* in 2365 in order to brief his son, **Commander William T. Riker** on the **Vega Omicron Sector**, so that he can prepare to assume command of the *U.S.S. Aries NCC-45167*.

In some cases, the mission specialists augment the crew's expertise in a particular area. For example, **First Contact** with alien races is a part of a starship's normal duties, but in particularly difficult circumstances Starfleet has been known to use specialists. Thus in 2267, **Ambassador Robert Fox** joins **Captain James T. Kirk**'s crew on a mission to establish contact with **Eminiar VII**. In 2366, the **Betazoid Tam Elbrun**, who has unusually sensitive telepathic abilities, is sent to make contact with the living starship known as *Tin Man*.



Starfleet will also send expert negotiators or ambassadors to deal with specific situations. The civilian mediator **Riva** has joined starship crews to help resolve countless situations, while **Vulcan Ambassador Sarek** is credited with resolving many of the Federation's most difficult diplomatic problems. In 2365, the half-Klingon diplomat **K'Ehleyr** is assigned to the *Enterprise* to help Captain Picard deal with a group of Klingons who have been in deep sleep for nearly 100 years, and do not realize that a peace treaty exists between the Federation and the **Klingon Empire**.

In some cases, Starfleet will transfer officers with specialist knowledge to a starship so that it can complete a particular mission. In 2368, **Admiral Kennelly** assigns the **Bajoran** ensign,

Ro Laren to the *Enterprise* in an attempt to deal with what appears to be Bajoran terrorist attacks on the Federation. Four years later in 2372, Starfleet transfers **Lt. Commander Worf** to **Deep Space Nine** in order to help **Captain Sisko** deal with the Federation's deteriorating relationship with the Klingon Empire.

In extraordinary circumstances, Starfleet may even choose to replace officers with personnel who are more suited to a particular mission. In 2367, during hostilities with the **Cardassians**, Starfleet temporarily transfers command of the *Enterprise* to **Captain Edward Jellico**, who has more experience than Captain Picard of dealing with the Cardassians in a military situation. As soon as the mission is complete, Picard is allowed to resume command of his ship.

CHANGING OFFICERS

Transferring command

Captain Jean-Luc Picard's transferral of command to Captain Edward Jellico in 2367 has an ulterior motive at its core; while it is true that Jellico has more experience facing the Cardassians in a military situation, Captain Picard is actually relieved of duty in order to undertake a covert mission to *Celtris III*. Starfleet intelligence has – incorrectly – determined that the Cardassian Union is developing metagenic weapons on this planet, and Picard is chosen as the most suitable officer to destroy them.



► Captains Jellico and Picard are both assigned difficult duties that fall within the boundaries of a mission specialist in 2367.



NAME:

U.S.S. ENTERPRISE NCC-1701-D

FACILITY:

ARBORETUM

LOCATION:

DECK 17

Secreted among the technological marvels of the *U.S.S. Enterprise NCC-1701-D* is the arboretum — a peaceful haven of flora and fauna collected from various worlds of the Federation.

Starfleet's commitment to its active duty personnel is well known, with the long-term comfort and morale of crews on long and challenging missions seen as a high priority. The interior design of vessels such as the *Galaxy*-class *U.S.S. Enterprise NCC-1701-D*

maximizes the use of space by using light colors and bright, diffuse lighting to create a feeling of spaciousness in working areas and living conditions, with the various recreational lounges and facilities offering comfortable surroundings in which the crew can relax when off duty. The widespread installation of **holodecks** within Starfleet vessels caters for a huge range of personal tastes, and while the recreation of environments and sensations is of a very high quality, an area that features real flora and fauna is still included aboard the starship, thus forming an extremely pleasant focal point for the crew and their families.

Floral haven

Classed as the ship's arboretum, this bright and spacious area is located on Deck 17, Section 21-alpha, and acts as a fully functional scientific laboratory as well as recreational area. The conditions within the arboretum, whose name is derived from the word 'arbor' meaning tree, are highly conducive to the propagation of a wide variety of plant species, with much of the deck of this expansive area covered with soil and planted with various vegetative species. The plants are regularly tended and inspected by a dedicated crew, including Starfleet botanist **Keiko Ishikawa** who later becomes Keiko O'Brien after her marriage to **Transporter Chief Miles O'Brien** aboard the *Enterprise* in 2367. A wide variety of fauna, both from Earth and other worlds throughout the **Federation** are grown here, with the aesthetic beauty of the plants providing an enjoyable and relaxing natural area, while also

No effort is made to hide the fact that the arboretum is simply another room within the U.S.S. ENTERPRISE NCC-1701-D. Plants and technology sit side-by-side.

► The arboretum is home to a wide variety of colorful flowers in addition to the multitude of towering shrubs and bushes. All plants come under the gaze of Keiko O'Brien.



providing opportunity for close scientific study both within the arboretum and the various biology laboratories located throughout the *Galaxy*-class ship. Species of plants grown within the arboretum include a wide range of roses, bonsai trees, white carnations, and a jewel plant from **Folnar III**. Also present is a **Cyprion Cactus**, a succulent that grows between six to 12 centimeters in length and is notable for its sharp spines — as experienced by **Commander William T. Riker** during a romantic liaison with **Tactical Officer Rebecca Smith** within the arboretum on **Stardate 47623.2**.

The arboretum often features on official tours of the *Galaxy*-class vessel, such as the one hosted by **Counselor Deanna Troi** for the **Cairn** delegation on **Stardate 47254.1**. The important recreational function of the arboretum is well illustrated by the two young children



► Keiko Ishikawa — later O'Brien — is happiest while at work within the arboretum. She is an expert in the many plant life forms within the room, and is, as such, perfectly suited to her position.

playing in complete safety near the small ornamental pond, and while the delegation may not be familiar with the plant species being nurtured around the outer edges of the area they certainly appreciate the illusion of a planetary surface created by the bright and airy room. One particularly subtle background effect that adds a great deal to the impact of the arboretum is birdsong playing continually in the background at a low level, creating a subliminal reinforcement of the outdoor effect the arboretum carefully attempts to generate.

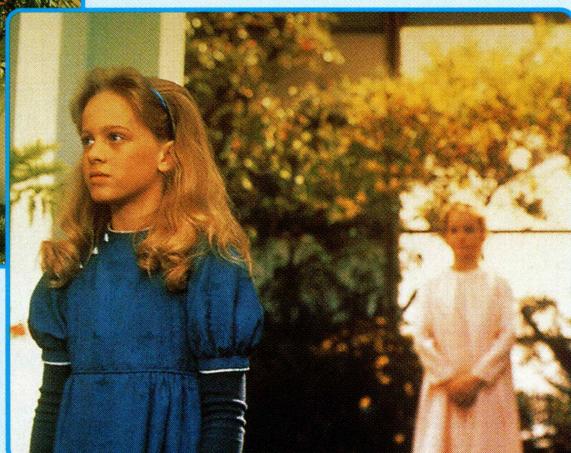
Escaping from shipboard life

The main entrance to the arboretum is through a short, wide room that is connected to the rest of the *Galaxy*-class vessel by a small doorway located to the right of the rectangular area. This anteroom features a number of benches, tools, and pieces of equipment resting on the smooth white floor tiles that are employed by the biologists working within the arboretum, forming a clean room in which they can carry out their experiments and observations on the nearby plants. Links to the **LCARS** system are built into the smooth light gray colored interior bulkhead walls that also



► Most of the deck within the arboretum is covered in a layer of lush, green grass, thus aiding the illusion of a natural environment.

► Large panels on the walls of the arboretum provide bright, natural light to aid the process of photosynthesis within the plants.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D



▲ **Visitors are confronted with large flowerbeds the moment that they enter the arboretum. The greenery contrasts greatly with the neutral, somewhat sterile ship bulkheads that surround it.**

form the interior of the much larger growing area directly ahead. A series of metallic cabinets close to the entrance door are used for the storage of equipment when not in use. The ceiling features rectangular indentations in which are placed large white illuminated panels, giving a bright and diffuse level of light similar to the grassed area reached through the open walkway directly in front of the entrance.

The illusion of space

The interior of the arboretum growing area has a higher ceiling than the entranceway, and by avoiding support buttresses across the roof, combined with the use of large illuminated flat ceiling panels, there is a greatly added feeling of spaciousness. Situated to the immediate left and right of the entranceway are hanging baskets set onto the narrow support walls, with low angled walls used to retain soil and grow larger species of plants. These walls are colored light gray, with the growing trough on the right side of the entranceway much larger than the corner unit situated to the left. It is



▲ **A small stone pathway provides a simple, yet effective guide for personnel and visitors touring the arboretum. It leads around all of the most significant and striking plants.**

possible to walk around and behind the long L-shaped trough on the right, allowing access to both the plants and the full-length illuminated wall panels directly behind that provide the vital light source for the various plant species.

Water feature

The majority of the deck forward of the entranceway is covered in green grass, with a number of large rocks and stones used to punctuate the even surface, adding an approximate replica of a natural landscape to the room. The most dominant feature in the front part of the arboretum is the ornamental pond which is located centrally; its boundaries are defined by shaped gray rocks with a couple of larger stones set within the shallow water. There are also a number of low flat stone colored benches provided for visitors to sit on and enjoy the view. Flat rocks are used to create a pathway that leads to the lower level of the arboretum, and an extended growing area for larger trees in a blue paneled area to the rear. The careful planting of the various

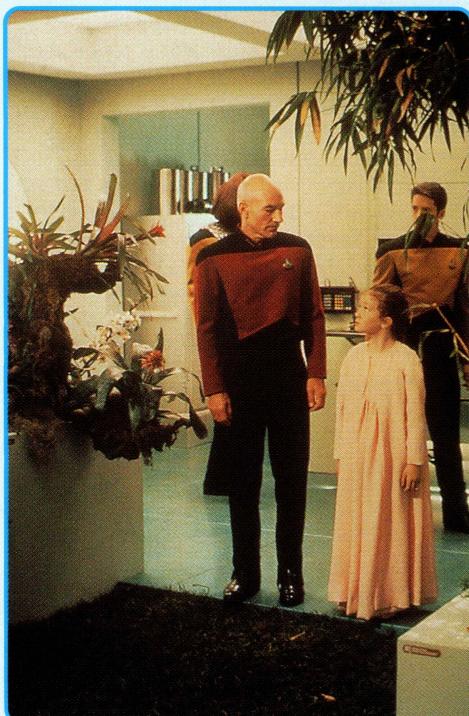


▲ **The arboretum is particularly conducive to a family atmosphere, allowing parent and child to retreat to a more comfortable area than would normally be provided aboard a starship.**



▲ **Keiko has been successful in creating a comfortable retreat aboard the ENTERPRISE. The arboretum is a testament to her dedication in this field of expertise.**

species, use of natural materials to create paths, and sympathetic positioning of the large illuminated bulkhead panels and internal support structures allows the biologists working within the area access to the plants they are propagating, while creating a natural feeling environment that can be enjoyed by all of the *Enterprise*'s crew.



▲ **The entrance to the arboretum maintains a section of bare decking in the area around the doorway. This provides a sizable reception area prior to entering the main section itself.**

ADDITIONAL FACILITIES

Holodeck-created forest environment

In addition to the extensive arboretum facilities, the *U.S.S. Enterprise NCC-1701-D*'s holodecks are also capable of creating facsimiles of real environments in which the Starfleet crew can escape from their shipboard duties. During the *Enterprise*'s maiden voyage in 2364, Commander Riker locates Lt. Commander Data within such a holodeck program. This differs from the arboretum in that it does not attempt to integrate flora and fauna into the surrounding structure of the ship, but instead hides the holodeck walls completely; even the archway entrance is hidden.

Data appears to enjoy the solitude of this particular program, which perfectly replicates a temperate forest environment complete with a bubbling brook, dense foliage, and warm sunlight. Even the stream is perfectly recreated – as discovered by young Wesley Crusher when he slips on an unsteady rock and falls into the flowing waters, soaking him through to the skin.



▲ **The entrance to the holodeck is the only indicator that this forest environment is a photonically created facsimile of the real thing.**



▲ **The holodeck is able to generate a highly realistic environment for the crew of the ENTERPRISE to enjoy during their off-duty hours.**



FILE 43 STARFLEET PERSONNEL

Worf: Role in the Dominion War

The Dominion war is a bleak, taxing time for all Starfleet officers. Lt. Commander Worf's Klingon blood and imperturbable nature allow him to shoulder the burden, and he makes a valuable contribution to the Federation's eventual victory.

The coming of war is a time of celebration for all **Klingon** warriors. It marks the opportunity for glorious battles, mighty deeds, and the acquisition of all-important honor. Lt. Commander Worf does not appreciate the **Dominion war** with the relish of the average Klingon, but he does endure the long conflict with courage, resolve, and logic.

Preemptive strike

Worf takes the fight to the **Dominion** even before the commencement of open hostilities at the end of 2373. He is given detached service to the **Imperial Klingon Defense Forces** for a period in 2372, and made first officer of the Klingon vessel **I.K.S. Rotarran**, with **General Martok** commanding. He helps investigate the loss of the **Battle Cruiser I.K.S. B'Moth** in this capacity, and he guides the crew through several triumphant battles.

Protective services

Worf oversees the placing of mines around the Bajoran wormhole near DEEP SPACE NINE in 2373.

with **Jem'Hadar** vessels. He takes part in a joint **Starfleet**-Dominion mission a short time afterward to destroy a rogue contingent of Jem'Hadar troops attempting to gain control of an ancient **Iconian**

Gateway. This gives him first-hand experience of the Jem'Hadar as soldiers, both as ally and enemy. This experience is useful when he is captured by the Dominion and confined to **Internment Camp 371** in the **Gamma Quadrant**. He is forced to fight the Jem'Hadar in brutal hand-to-hand sessions, but prevails against all odds.

A mind to fight

Worf is unusually pensive in the final weeks of 2373, as he waits for the inevitable battle. He responds well to the conflict and stress, and he has a quick tactical mind that makes him the perfect choice for weapons officer aboard the far-flung **Federation** station **Deep Space Nine**. He keeps the station on the offensive without any mobile support from Starfleet, despite being outnumbered by the

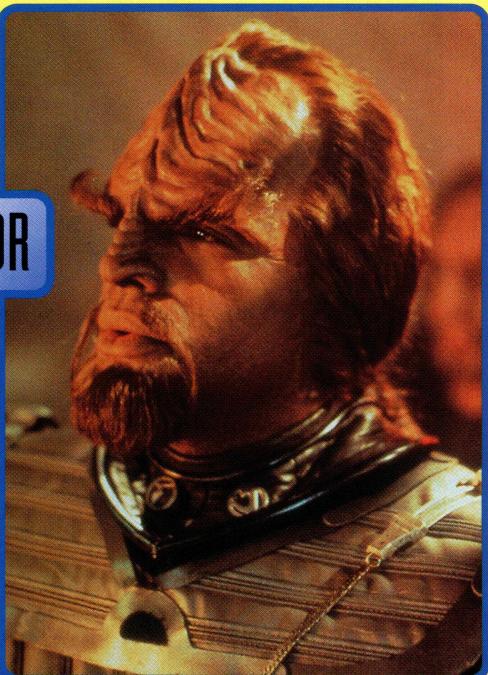
PROFILE OF A WARRIOR

2372: Attached to Imperial Klingon Defense Forces; apprehends renegade Jem'Hadar forces; interned by the Dominion.

2373: Starfleet weapons officer aboard **Deep Space Nine**; aids in deployment of minefield around the Bajoran wormhole; assigned to **I.K.S. Rotarran**.

2374: Attacks on **Monac IV Shipyards**, **Manora Shipyard**, Sheva II, Borias Cluster.

2375: Assigned command of the **I.K.S. Koraga**; interned by Breen; challenges Chancellor Gowron.



▲ **Worf finds a balance between his allegiance to the Federation and the Klingon Empire. His warrior spirit and expertise are assets to both parties.**

enemy task force. Every shot is made to count; several Dominion vessels are destroyed by Worf, preventing them from disrupting the crucial work of the **U.S.S. Defiant NX-74205** as it deploys a minefield around the **Bajoran wormhole**.

Worf is permanently assigned to the **I.K.S. Rotarran** upon the fall of **Deep Space Nine**. He survives countless engagements with the enemy, and he even turns up to rescue the marooned

Captain Benjamin Sisko and his senior crew from

Dominion space.

Martok's vessel also takes part in the assault to retake **Deep Space Nine** after several months under enemy occupation. Worf plays a significant role in persuading Klingon **Chancellor Gowron** to



KLINGON WITH A CAUSE

★ Boosting morale
General Martok asks Worf to serve with him to help win battles against Dominion forces.



★ Unlikely partners
The Dominion and the Federation team up to hunt down a renegade group of Jem'Hadar soldiers in 2372.



Worf: Role in the Dominion War



★ Crash and churn

Worf and Captain Sisko discover a derelict JEM'HADAR ATTACK SHIP.



★ Rescue and capture

Worf is rescued from Goralis by Ezri, only to be caught and imprisoned by the Breen.



★ Heartbreak

Worf mourns the loss of his beloved wife Jadzia in 2374, after she is attacked by Gul Dukat.

assign a fleet of ships to the attack. He thereafter remains attached to the *Rotarran* as Martok's principal intelligence officer on an intermittent basis. Sisko has no problem with this, as Worf is the only officer he knows who can never get enough work.

Unique vision

The sole Klingon in Starfleet becomes frustrated when the war drags out, and tedious convoy duty becomes as commonplace as missions that will bring honor and victory. He rues the fact that the offensive begun with the capture of

the **Chin'toka System** at the end of 2374 stalls as their casualties continue to mount. He becomes hungry for the enemy's blood in the aftermath of **Jadzia**'s sudden death at the hands of a **Bajoran Pah-wraith**. The need to ensure her entry into the Klingon afterlife known as **Sto-Vo-Kor** is the catalyst for a daring strike against the Dominion's **Monac IV Shipyards**.

Shipyards. Its destruction is a fitting farewell to Worf's dead wife. Worf takes part in a further raid behind the enemy lines some months later. The *I.K.S. Rotarran* attacks the **starbase** on **Trelka V**, the **Manora Shipyard**, the Jem'Hadar breeding facility on



★ Booty

Worf and Lt. Ezri Dax are handed over to the Dominion by the Breen as a gift of good faith. The two prisoners are valuable pawns.



★ Funeral mission

Worf ensures Jadzia's entry to Sto-Vo-Kor by attacking the MONAC IV SHIPYARDS.

Sheva II, and the supply depots in the **Borias Cluster** in quick succession. None of these installations are destroyed, but the intention is to throw the enemy off-balance.

In command

Worf is given command of his own Klingon vessel, the **I.K.S. Koraga**, during a mission in 2375. It is ambushed by a Dominion patrol near the **Badlands** region, forcing the crew to abandon ship. The commander is initially given up as lost, but a one-woman rescue mission mounted by **Lt. Ezri Dax** locates his life pod. They are captured almost immediately by the **Breen** – the Dominion's newest allies.

The Klingon again spends several days as a Dominion prisoner, this time on **Cardassia Prime**. He is brutally interrogated by the Breen, though he resists to the best of his ability. The information gathered is fragmented and unclear, indicating that he was successful to an extent. The cloud of captivity has one silver lining for Worf: he gets the opportunity to break the **Vorta Weyoun**'s neck, amusing his **Cardassian** cohort **Damar** no end. He and Ezri are later helped to escape by Damar himself, who has become radically disillusioned with the Dominion's treatment of Cardassia.

"This is war. We must put our personal feelings aside, focus on the task at hand."

— Worf, ever the professional warrior, tutors his Starfleet colleagues in the correct frame of mind

Worf plays a pivotal role in the closing stages of the Dominion war when he challenges Gowron for his reckless behavior in sending Klingon ships into losing battles. Gowron's intention is to undermine Martok's popularity among his troops, but it comes at a time when the Klingon fleet is the only thing standing between the **Alpha Quadrant** and conquest by the Dominion. Worf kills Gowron in single combat, and ensures a restoration of common sense to the war effort with the ascension of Martok to the chancellorship.

The Empire's new leader returns the favor by offering Worf the post of Federation ambassador to **Qo'noS** in the immediate aftermath of the Dominion's surrender in late 2375. The Starfleet officer's first loyalty is to his captain, but Sisko gives him his blessing, and Worf accepts without deliberation.

His new role is a big step for Worf, but his extraordinary service to both the Federation and the **Klingon Empire** during the long and terrible war with the Dominion makes him an obvious choice. It has prepared him for any crisis that might possibly come his way.

★ For the Empire

Worf kills Gowron because he feels he does not have the best interests of the Empire at heart.



A QUESTION OF PRIORITIES

Love and lives lost

Worf endures the wrath of his superiors when he fails to complete a vital mission to which he is assigned in mid-2374. He and his wife, Lt. Commander Jadzia Dax, are sent to rescue an undercover operative, the Cardassian Glinn Lasaran, from the Dominion world Soukara. Lasaran's importance to Starfleet Intelligence cannot be understated.

Worf is torn between his priorities, however, when Dax is injured. He chooses to turn back and save her life, even though this leaves Lasaran at the mercy of the Dominion. His choice has huge repercussions, both personally – it is now likely he will never receive a command of his own ship – and for the millions of Federation citizens whose lives might have been saved by Lasaran's information.

Tough love

Worf cannot bring himself to leave Jadzia behind to die. He knows that they are on a mission as colleagues, but he sees her as his wife.





Mirasta Yale

Mirasta Yale is unique among her people on **Malcor III**. She believes in the benefits of space travel and exploration, and the possibility of other life forms in the Galaxy. She looks toward the future, and shirks the binds of tradition.

Space exploration is what all technologically advanced societies strive toward. The foundation of science that this degree of technical expertise requires relies on a team of dedicated scientists. Team effort can carry the weight of the work, but these projects can sometimes stagnate. This is when the individual takes on a greater importance, when the individual can become the driving force behind a project of development.

Dreams of space

Mirasta Yale is the **Minister of Science** on planet **Malcor III**. She supervises her planet's development of warp drive technology, and enthusiastically advocates the **Malcorian** people's foray into space exploration. She has dreamed of space travel and contact with other aliens since she was a child, and her adventurous and imaginative qualities make her the perfect person to assume the role of Space Administrator. Yale is the driving force behind the Malcorian space program.

Mirasta is exceptionally intelligent. Despite her politically prominent status

within the conservative Malcorian government, her priorities lie in the attainment of knowledge, and the betterment of society. She is a trailblazer.

As a full-blooded Malcorian, Mirasta shares the same physical features of her country folk. She looks very similar to terran humanoids, but with several distinct differences. Her skull is enlarged at the front, and her forehead has enlarged bones that form a shadow of a V-shape from the bridge of her nose, giving her the appearance of a furrowed brow. Two sectioned fans of flesh angle out from the top of her eyebrows accentuating the shadow. Above both eyebrows, within the furrowed region, is a small horizontal orifice, resembling a nostril or gill. Their physiological purpose is unknown.

Her forehead is particularly ridged compared to other Malcorians, especially along her hairline where her skull seems to gently undulate in its protrusions. Her cheekbones are very prominent and sharp, vaguely resembling long triangular wedges with a high pink color. She wears her dark brown hair at a length just above her shoulders off her face, gently curling into her neck.



First contact

Mirasta Yale is surprised in her office by the sudden and mysterious appearance of Captain Jean-Luc Picard and Commander Deanna Troi of the United Federation of Planets.

PROFILE OF MIRASTA YALE

NAME: Mirasta Yale

LIFE FORM: Malcorian female

POSITION: Minister of Science

REMARKS: Supervises development of technology, and advocates space exploration programs.

FIRST SEEN: 'First Contact' [TNG]



▲ **Mirasta Yale** is a forward-thinking and dedicated scientist. She is devoted to facilitating the advancement of her people, and making contact with other worlds.

She wears a discreet amount of makeup, only to highlight her attractive features.

Hands on

Mirasta's hands do not have distinct fingers and opposable thumbs, but rather a single fused and maneuverable palm. Her feet are always covered,

but if the same as other Malcorians, they are shaped in the same manner as her hands, and look slightly webbed. Most physical features that distinguish Malcorians from human beings are covered with clothing, or are internal; the hands and face are the only outwardly noticeable dissimilarities.

FIRST WOMAN IN SPACE

★ The view

Mirasta is entranced by the view of **Malcor III** from orbit aboard the **U.S.S. ENTERPRISE NCC-1701-D**.

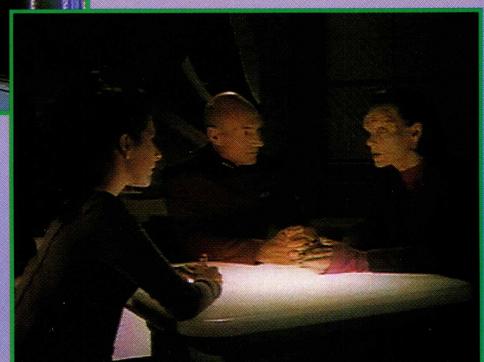


★ Cruel joke

Yale initially believes that **Krola**, the Minister of Internal Security, is playing her for a fool. She quickly realizes, however, that the Starfleet officers are benevolent aliens.

As a professional, Mirasta comports herself with distinction, and dresses the part. She wears a three-piece suit of a striking purple color. Her jacket has severely square padded shoulders, and the flat, right overlapping jacket edge has a decorative touch of textured pleating which leads to the ties that keep the jacket closed. The rear is not vented, but its added length fans out like a petal near to the hem of her skirt. Under the jacket, she wears a discreet vest of the same material, and next to her skin she wears a plain, fuchsia colored blouse. The skirt of this ensemble is understated

★ **Plan of action**
Yale is approached because of her open-mindedness. She advises **Picard** and **Troi** to withhold news of their reconnaissance missions.



Mirasta Yale



★ Enemy at the gates

Mirasta's arch nemesis within the Malcorian government is the isolationist Krola.

and plainly cut; it reaches to her knees from where her stockings, the same color as her blouse, lead to her plain pumps. This tailored, monochromatic ensemble creates an air of distinction and authority which Mirasta carries with ease.

Yale loves her work, and applies herself to it passionately. She takes a hands on approach, and actively participates in the research she promotes, as seen by the computers, models of spacecraft, and observational equipment in her private office. She enjoys the ear of **Chancellor Avel Durken**, Malcor III's head of state, but this is more out of commitment to her post as Minister of Science than political savvy or diplomatic skills. Her primary political adversary, **Krola, Minister of Internal Security**, believes she is a dreamer, and belittles her

"When I was a child, my parents would take me to the planetarium . . . and we would sit in the dark and it was as if I was on a spaceship on my way to another world . . . to meet people from other planets . . ."

— Mirasta Yale



► A toast

Durken and Captain Jean-Luc Picard share wine; under other circumstances they could have been friends.

★ Introductions

Yale is present when Chancellor Durken learns that Malcor III has been under surveillance.

ambitions as seductive. Krola believes she is trying to push Malcorians into the unknown future too quickly, and that she is anti-traditionalist.

After another meeting with the adversarial Krola, and the more accommodating Durken, Mirasta is approached by **Captain Jean-Luc Picard** and **Commander Deanna Troi** in her quarters. This encounter illustrates how open-minded she is and her high degree of adaptability; it also indicates her understanding of the psyche of her people, and how her desire to propel the Malcorian space exploration program clouds her judgment.

Lost in space

Mirasta is transported aboard the **U.S.S. Enterprise NCC-1701-D**, and she realizes that her dreams are already a reality. Her wonder disperses any fear she might feel; she has the spirit of a true adventuress. Here she learns that the **United Federation of Planets** has been observing her homeworld for several years as a precursor to making **First Contact**. She advises that this information initially be kept from the chancellor as her people would see this as an attempt to infiltrate their society,

★ Artificial and otherwise

Yale, unlike Durken, is not at all unsettled by speaking with an automaton, Lt. Commander Data.

and it could seriously complicate matters. She characterizes her people as "an old and staid culture" being dragged into the future; their entire ideology is based on the assumption that they are the supreme beings at the center of the universe.

Lapse of judgment

The presence of **Starfleet** officers on Malcor III is revealed, and the predicted consequences ensue. Mirasta is correct in her description of the Malcorians' reaction to outerworlders, but she does not give the chancellor enough credit. She follows her own agenda, forging ahead into outer space, to divide her loyalties. She withholds information from her superior, and despite the fact that she acts in what she believes are her people's best interests, the consequences to her actions are unfortunate. Durken is tempted to ask for her resignation, but values her expertise too much; **Commander William T. Riker**, hospitalized during an accident while operating undercover on Malcor III, is nearly killed and framed for murder by Krola; the space program is to be decelerated; and First Contact with

the Federation is delayed indefinitely.

Life as Mirasta Yale knows it has ended on Malcor III. She is aware of what space holds, and is incapable, and unwilling, to return to the traditionalists' lack of forward thinking, and conspiracy theories. With the chancellor's approval, she requests that Picard allow her to remain aboard the *Enterprise* – he acquiesces. She is prepared never to return to her homeworld, and for the risks of space – she has been from the age of nine. Mirasta is a free spirit, and she has always remained loyal to her self and her vocation. Her dreams of discovering the secrets the universe holds are now in the palm of her hand.



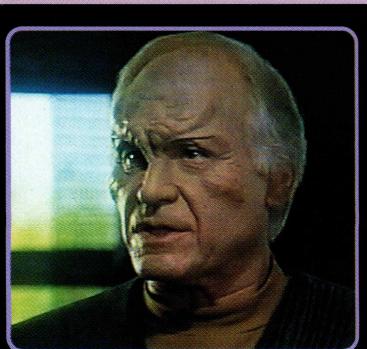
★ Starting all over

Mirasta is welcomed aboard the U.S.S. ENTERPRISE NCC-1701-D as its newest resident.



★ Farewell

Mirasta bids Durken goodbye. They both know she can never return to Malcor III.



► Higher power

Chancellor Avel Durken is shocked to discover that his people are not the only higher life form in the universe.

MANAGING THE STATE OF AFFAIRS

The chancellor's challenge

Chancellor Avel Durken is the head of state on Malcor III, and the superior to whom Mirasta Yale answers. He is thoughtful and committed to his work, and his brilliance has garnered this man the role of overseeing the well being of his people; he is fair and rules with an even hand. He shares the Malcorian belief that they are the supreme beings of the universe, that they are inherently superior to everything else. Until contact with the Starfleet officers Captain Jean-Luc Picard and Counselor Deanna Troi, Durken thought that he was the supreme ruler. He admits this to Picard, but also states that despite learning his is only one

voice, not the only voice, it has been a good day. Understanding of the Malcorians and basic human nature enables him to make a tough decision that best suits his people when it is discovered that the Federation has been covertly observing Malcor III prior to First Contact. He terminates all contact.

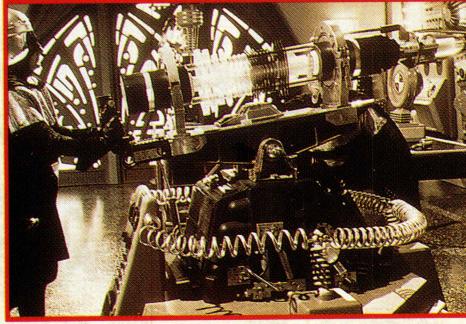
Dr. Chaotica's Death Ray



► Dr. Chaotica watches with lip-smacking delight as Arachnia, Queen of the Spider People, delicately strokes his most treasured weapon, his death ray.



► Chaotica uses his death ray against the photonic aliens. He orders one of them to be killed with a regular ray gun prior to the opening of hostilities.



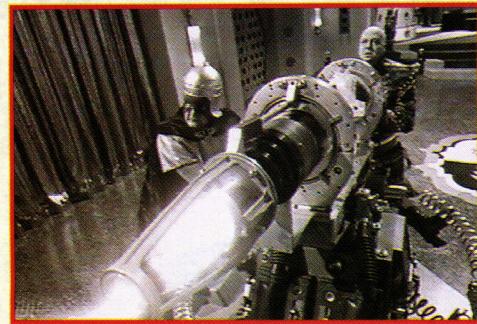
► Operating the death ray requires a team effort. It is best used when two chaotic minions tag team to emit the paralyzing lightning-like pulses of power.



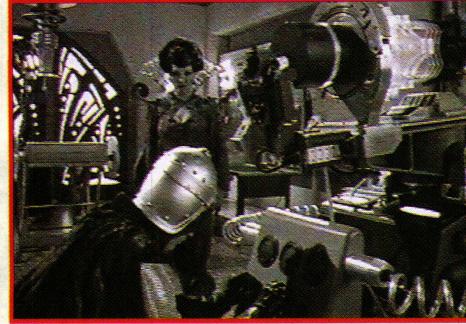
► It is ironic that Dr. Chaotica's demise comes about after the insidious genius is struck down by lightning bolts that emanate off of his fearsome weapon.



► The death ray features a limited array of controls at the rear of the device. All of the settings guarantee the absolute destruction of their intended target.



► Lonzak's steady hand is required to control the awesome power of the death ray. Its terrifying beams lash out across the depths of the known cosmos.



► All of Dr. Chaotica's minions are well-versed in the operation of the death ray, and are able to manipulate the device's controls with practiced ease.

target and charge the weapon. It is comprised of three gauges, three dials – the middle of which is a control dial used by Dr. Chaotica to deactivate the **lightning shield** protecting the Fortress of Doom – and a four-by-seven bank of electronic lights. Dr. Chaotica has even been known to descend from his throne to tinker with the controls in order to perfectly tune his deadly toy.

Mounting an assault

The second section of the death ray is the mounting upon which the ray gun pivots; it is responsible for allowing the weapon to target both ground and orbitally situated targets. It is girted by what appears to be a coiled electrical wire which is perhaps responsible for distributing power about the unit. The construction details of the death ray are such a closely guarded secret by the nefarious Dr. Chaotica that it is difficult to say for certain what does what. Atop the mid-section is

situated Dr. Chaotica's magnum opus, a weapon that is "the most powerful in the cosmos." The barrel containing the firing chamber of the death ray is long and thin, and tapers to a point from which the ray is emitted. The barrel is supported by a bracket which encircles it toward the front and rear, stabilizing the weapon in use and preventing any recoil from occurring. The front end also includes additional metallic joinings to provide additional support, and the firing nozzle is located within a transparent casing. Two rotating bands of pulsing light indicate the power status of the weapon at the front and rear. On the back, two hand grips are mounted to allow the wielder to target the device manually and with a degree of accuracy.

When the death ray is to be fired it is usually manned by two personnel, most often **Lonzak** and another of Chaotica's minions. An eerie, dread-inspiring hum emanates from the device when it is activated and about to be fired. One member monitors the control panel and fine tunes the weapon to ensure that its deadly power is at optimal, while the other stands behind the gun and positions it using the hand grips. The amount of power the weapon receives is regulated by a wall-mounted station, which is adjusted by one of Chaotica's cronies when the order is given.

Dimensions of doom

Chaotica's death ray is used to down *Captain Proton's Rocket Ship* when Captain Proton, a.k.a. **Lt. Tom Paris**, and **Buster Kincaid** – **Ensign Harry Kim** – attempt to lay siege to his Fortress of Doom. In his latest exercise of megalomania, Dr. Chaotica attempts to bring Earth under his nail-polished thumb by using the most powerful weapon in his arsenal of his own devising, the death ray. His plans are slightly waylaid, however, by the appearance of an alien race of **photonic beings** who he believes are from the **Fifth Dimension**. The aliens reside in a layer of **subspace** accidentally penetrated by the **U.S.S. Voyager NCC-74656**, and because the aliens are photonic-based, they believe the active program on the **holodeck** to be real. A photonic war erupts between the characters of the holodeck and the photonic aliens, and Chaotica wields his death ray with glee as he targets the portals through which the photonic insurgents emerge into his realm. The death

ray is lethal to photonics, and in an attempt to resolve the situation the **President of Earth** – played by the **Doctor** – forms an alliance with the aliens.

Last rays of evil...

Once the lightning shield surrounding Chaotica's fortress is disengaged thanks to the efforts of **Arachnia, Queen of the Spider People** – **Captain Kathryn Janeway** – Captain Proton targets his **destructo beam** at the death ray. Dr. Chaotica manages to survive a blast from Queen Arachnia's ray gun, and is about to reposition the death ray when he is electrified by a crackle of energy when the destructo beam destroys it. Chaotica, scourge of the known Galaxy, dies alongside the creation that brought him so close to achieving his life's goal. He vows to return, and so he later does, but his weapon of mass destruction meets a fiery end at the hand of the ever-triumphant Captain Proton.

Dr. Chaotica's Death Ray

The death ray represents the culmination of the evil ambitions of Dr. Chaotica as he once again attempts to subjugate Earth and destroy Captain Proton.

Chapter 18 'Bride of Chaotica!' of the **Captain Proton** series of monochromatic **holodeck** adventures has the eponymous hero once again crossing **ray guns** with the diabolical **Dr. Chaotica**. This foe of freedom has been continually foiled in his numerous attempts to become supreme master of the universe by the interfering antics of Proton. On this occasion, however, Chaotica may have the edge he needs over his arch nemesis, for located within his heavily guarded **Fortress of Doom** on **Planet X** is a weapon of such mass destruction that it could only possibly be the product of an evil genius; it is known as the **death ray**.

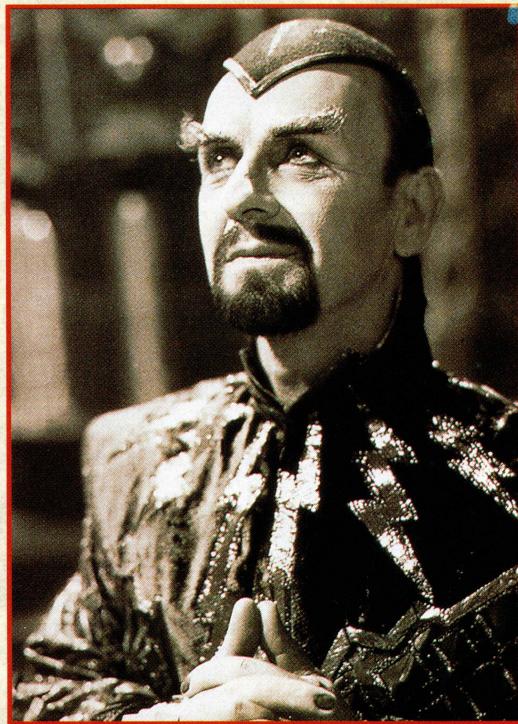
The death ray is located within Chaotica's throne room, and it faces outward away from the fortress so that its lethal rays can be projected toward oncoming targets such as **Captain Proton's Rocket Ship**, or onto planets such as Earth. The energy emitted from the

device resembles an electrical discharge similar to lightning, which pulsates around the intended target and causes extensive damage to it. The first volley of fire to hit *Proton's Ship* results in both engines and the steering jets being rendered inoperable; a testament to the awesome destructive potential of this mighty weapon.

Designed to destroy

The death ray is divided into three distinct sections. The base of the device anchors the weapon to the floor, and looks considerably weighty as a result. Three protrusions emerge from the base, each identical and featuring three lights aligned vertically which are topped by a capacitor-like mounting. The death ray requires charging before it can be fired, and the lights on the base unit flash erratically to indicate its operational status. To the rear of the weapon is a control station, which is used to

 The bolts of lightning on Dr. Chaotica's silken shroud emulate the unimaginable genius emitting from his brain. His favorite weapon, the death ray, emits its destructive power when unleashed in the same way - in flashing pulses of lightning.



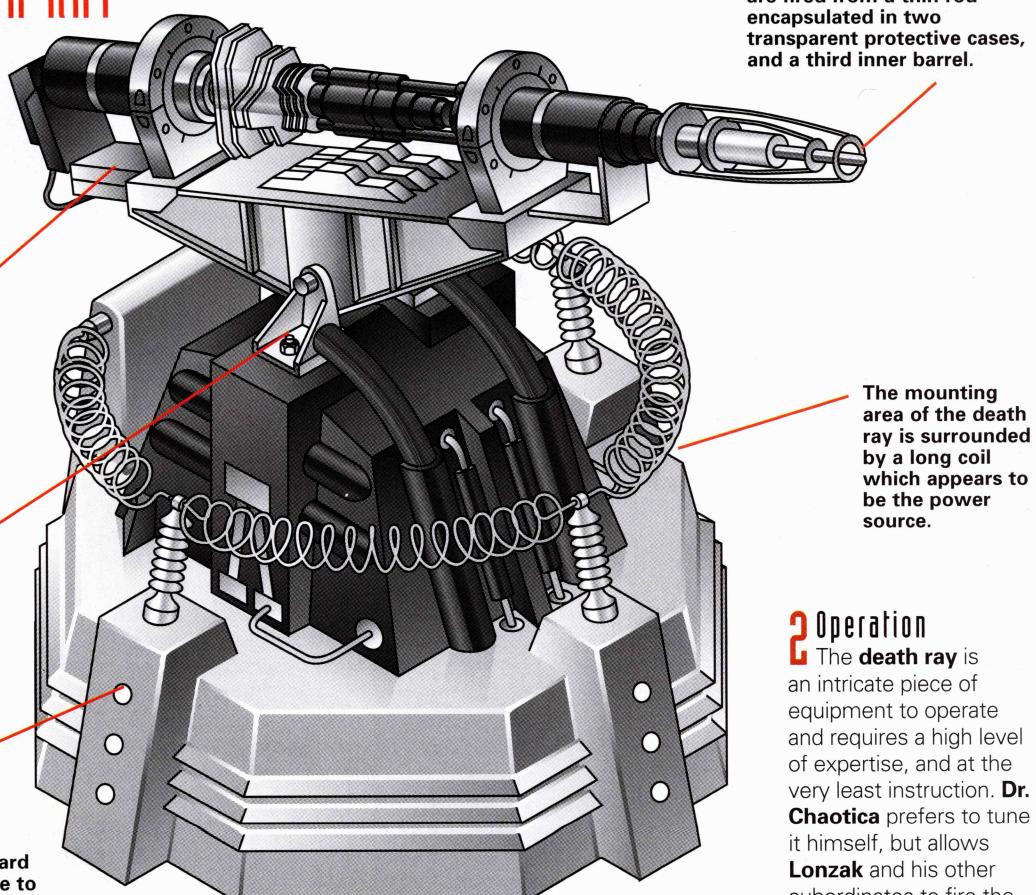
DR. CHAOTICA'S DEATH RAY

1 Construction The three part construction of **Dr. Chaotica's death ray** ensures that it is a sturdy, and forceful weapon of mass destruction. The base keeps the gun firmly placed on the ground, the pivotal mount allows the gun to swivel, and the firing apparatus emits the rays of despair.

The death ray must be strongly gripped from behind when the rear operator is firing at the chosen target. The thrust of the weapon needs a hands on approach to ensure satisfactory delivery.

There are a variety of joints to facilitate the movement and redirection of the gun for targeting.

The large, heavy octagonal base of Dr. Chaotica's death ray is a powerful safeguard against any movement of the weapon due to recoil. The foundation narrows slightly from the floor to the mounting area.



The bursts of deadly power are fired from a thin rod encapsulated in two transparent protective cases, and a third inner barrel.

2 Operation The **death ray** is an intricate piece of equipment to operate and requires a high level of expertise, and at the very least instruction. **Dr. Chaotica** prefers to tune it himself, but allows **Lonvak** and his other subordinates to fire the gun under his direction.



FILE 58 OTHER CHARACTERS AND LIFE FORMS

Thot Gor

The commander of Breen forces on Cardassia Prime is the enigmatic Thot Gor. He is a man of few words but considerable tactical prowess, and he answers directly to the female shapeshifter.

Thot Gor, like his race in general, is an enigma. Not a lot is known about him – about his thoughts, his attitudes, or even his appearance beneath the mask of his **refrigeration suit**. He nevertheless knows how to fight, and he lends this skill to the **Dominion** in the quadrant-shattering war against the **Federation** alliance.

Thot Gor is significantly taller than many of his race, and he holds himself with arrogance. He has reached the rank of thot, a senior military position that is the **Breen** equivalent of a **Cardassian legate**, though he is sometimes addressed as "general." He speaks in the native Breen tongue – a kind of harsh static that does not seem, to the naked ear, to be broken down into words or syllables. It can, however, be understood with a specially-adjusted **universal translator**.

Thot Gor wears the cream and brown padded

refrigeration suit common to all Breen military officers, with a studded brown belt. The reason for the accompanying helmet, with its rounded 'snout,' is open to speculation. Some reports have previously stated that the Breen homeworld is a frozen waste, necessitating the use of helmets in warmer climates, but the truth is that it is quite temperate.

Negotiating an alliance

The Breen commander accepts a very special mission in 2375. He takes part in a historic moment: the birth of an alliance between the Dominion and the **Breen Confederacy**. It is hoped that this will expedite an end to the war with the Federation and its allies, the **Klingons** and the **Romulans**, that has raged for almost two years. Thot Gor is welcomed personally by the senior Dominion representative in the **Alpha Quadrant**, the female shapeshifter. She tells him that if their face-to-face negotiations are as

PROFILE ON THOT GOR

NAME: Thot Gor

LIFE FORM: Breen

POSITION: Senior Breen attaché to the Dominion's war effort. Thot Gor takes pride of place alongside the Founder Leader at Cardassian Central Command.

FIRST SEEN: 'Strange Bedfellows' (DS9)

Thot Gor's real visage is hidden behind the protective layers of his refrigeration suit. Nevertheless, he is a foe not to be underestimated.



productive as those conducted over **subspace**, she foresees the treaty being signed within just a few days.

The pact is apparently concluded on schedule, and Thot Gor is given ready access to the Cardassian command center. This includes carte blanche to examine any classified databases – a fact that does not please the Cardassian leader, **Damar**. The Breen are able to learn everything about Cardassian military strategy.

Thot Gor gets to work immediately. He casts a seasoned eye over the course of the war with the Federation and its allies, and comes up with several recommendations off the

cuff. One of the first is that the Romulan colony in the **Unroth System** is ripe for attack, as its long-range sensor array is being repaired. He agrees with the **Vorta Weyoun** that the Cardassian **Eleventh Order** on the planet **Septimus III** is worth sacrificing, as it forces the Klingons to commit valuable troops and resources to a goal with limited strategical appeal.

Striking a blow

Thot Gor is also apparently the mastermind behind the Breen's daring attack on **Starfleet Command** itself on Earth. He is satisfied with the outcome, as fear has been struck into the hearts of the enemy. He believes that the

destruction of the attack force is a small price for such an important victory, with extensive casualties as a bonus. It is unknown, however, if he takes part in the battle for the **Chin'toka System** in which the Breen successfully unveil their **energy dissipators** and rout the allies for a short time.

Thot Gor resists small talk, preferring to concentrate on the mechanics of strategy and war, and the task at hand. He seems dismissive of those around him, excepting those he sees as his equals, and he rarely travels anywhere without two or three of his personal contingent. He particularly appears to have little time

REFRIGERATED ENIGMA



First encounter

Dominion representative Weyoun displays charm and warmth upon greeting Thot Gor and his Breen companions for the first time.



Introductions

Thot Gor is introduced to Cardassian leader Damar as the Dominion's surprise new allies in the ongoing war.



Comrades in arms

Thot Gor's meeting with the Founder Leader is marked by mutual admiration for each other's abilities and talents.



Depressed leader

Thot Gor's tour of Cardassian Central Command is marred by Damar's drunken behavior toward the Dominion's new comrade.



**Warning**

Damar gives Thot Gor unwanted words of advice; he tells the Breen to watch himself during his dealings with the Dominion.



for Damar and his concerns, though whether this is personal or simply Breen contempt for Cardassians is unknown. He is certainly scornful of the fact that Damar is unhappy with so many of his decisions.

Indeed, the Breen appears to be the master of the cutting remark, judging by Weyoun's reactions to his asides. The Vorta becomes rather friendly with him, claiming that Thot Gor is personable and rather charming. They appear to possess a similar sense of humor, as they spend a lot of time in close conversation that ends in peals of laughter on Weyoun's behalf. Some of this appears to be at poor Damar's expense.

Mutual partnership

Thot Gor is appreciative of the Founder's silver tongue. He accepts a number of compliments, including her certainties that with the Breen by the Dominion's side, a swift end to the war is in sight. He in turn readily submits that the Breen are part of the Dominion,

**Funny man**

Thot Gor's unique sense of humor finds a fan in the sycophantic Vorta, Weyoun.

**Shock**

Thot Gor quietly observes Damar's message spurring his people onto rebellion.

alongside the Cardassians, the Vorta, and so many other races. This harmonious working relationship is abetted by the Changeling's decision that all military recommendations from the Cardassians should be presented to Thot Gor, who will in turn pass them on to her. This effectively makes him her second-in-command, with seniority over Legate Damar.

The Breen is given food for thought, however, when Damar observes that the Dominion once sang Cardassia's praises as well. He says that if the war is not won soon, the blame will be shifted onto the Breen, much as it has been onto the Cardassians. Damar states frankly that he would not turn his back on Weyoun. Thot Gor's reaction is inscrutable, but words such as these can hardly fail to cause him to wonder.

Thot Gor is present in **Cardassian Central Command** a short while later, when the absent Damar transmits a speech to all Cardassians declaring that he is standing against the Dominion. The commander appears vaguely disturbed by this turn of events, as well he should be. He takes over

Troublesome trio

Thot Gor, the Founder Leader, and Weyoun plot the domination of the Alpha Quadrant in 2375.

**Fellow Breen**

Thot Gor is usually attended to by at least two more Breen officers when he is present in Cardassian Central Command.

"Do you know what I think you should do? Talk to Thot Gor. Express your concerns. He's very reasonable and quite personable when you get to know him."

— Weyoun on the Breen's representative to the Dominion

Disbelief

Thot Gor remains impassive as Weyoun explodes in anger at Damar's actions.

New orders

Weyoun orders his Breen allies to track down and eliminate the Cardassian rebels.



many of the legate's duties in the short term, and he is given special orders by Weyoun to track down Damar and his revolutionaries. He vows that he will do so.

An uncertain end

The fate of Thot Gor is unknown. He is replaced swiftly by **Thot Pran**, suggesting he has either been killed while on Damar's trail or transferred to other duties. He may even have departed to take active

charge of the Breen war effort following the successful attack on the Chin'toka System. Either way, his contribution to the **Dominion war** cannot be underestimated.

THOUGHTFUL GIFTS**Bringing presents to the party**

Thot Gor takes the opportunity during his first meeting with the female shapeshifter to deliver to the Dominion two prisoners: Starfleet officers Lt. Commander Worf and Lt. Ezri Dax. Thot Gor is apparently not squeamish, as he brutally questions and tortures both prisoners, who were captured on an unnamed planet en route to the rendezvous.

Weyoun comments that this gift is very thoughtful, but it is more likely a diplomatic move than a personal gesture to keep the Vorta happy. Thot Gor is a little piqued when the Starfleet officers escape before they can be executed, causing him to question whether this laxness is typical of Dominion security procedures.

**Captive of the Breen**

Thot Gor's first face-to-face meeting with representatives of the Dominion receives a boost when he hands Weyoun the captive Starfleet officers that he picked up along the way.



'Endgame' Part I

Ten years after the *U.S.S. Voyager NCC-74656*'s return to the Alpha Quadrant, Admiral Kathryn Janeway plots a secret mission to travel back to the year 2377 in an attempt to expedite the starship's journey — and save certain members of her crew from an untimely death.

An aged **Admiral Kathryn Janeway** is watching footage of the *U.S.S. Voyager NCC-74656*'s triumphant return to Earth, with commentary added 10 years after the event. The journey back through the **Delta Quadrant** had taken 23 years.

Janeway later attends a *Voyager* reunion party. Most of her former officers are present at the event; **Captain Harry Kim**, who continues to serve within **Starfleet** is introduced to **Naomi Wildman**'s daughter, **Sabrina**. The **Doctor** is married to a young human woman and has chosen the name **Joe**; **Tom Paris** is a holonovelist and **B'Elanna Torres** is a Starfleet liaison with the **Klingons**. Their daughter, **Miral**, has joined Starfleet and has been sent on a mission by Admiral Janeway. It is also mentioned that Tuvok is ill.

Secret mission

The Admiral has taken a post as a guest lecturer at **Starfleet Academy**, teaching alongside **Commander Reginald Barclay**. When addressing her first cadet class, she is asked about **Seven of Nine**'s involvement with **Unimatrix Zero**, and replies that she would prefer not to discuss the former drone. Further questioning is halted for her to take a message from Ensign Miral Paris. She has successfully negotiated the trade of some equipment from a Klingon named **Korath**, but he will only hand it over to Admiral Janeway in personal.

Admiral Janeway visits **Tuvok**, who is suffering from a degenerative mental illness, and feverishly working on calculations strewn across the floor of his quarters. She later requests 2000 milligrams of an experimental drug named **chronexaline** from the Doctor. It is being tested by Starfleet with the hopes of protecting living beings from **tachyon radiation**. She appears to be attempting a covert mission with the complicity of Commander Barclay. Before departing she stops at **Commander Chakotay**'s grave, and hopes aloud that when she is finished events might turn out better for the *Voyager* crew.

Aboard *Voyager* in 2377, B'Elanna has experienced false labor on several occasions, and Chakotay and Seven are dating. Tuvok is taking medication for a condition that causes lapses in concentration, but will not inform

ON SCREEN...



1 *Admiral Kathryn Janeway watches vintage news footage of the U.S.S. VOYAGER NCC-74656's return to the Alpha Quadrant 10 years previously.*



2 *The remaining members of the VOYAGER crew assemble to celebrate their triumphant return. Many of them have gone on to achieve even more in their careers.*



3 *Admiral Janeway's first lecture at Starfleet Academy is interrupted by a communication from Ensign Miral Paris. She requires the admiral's presence for a trade.*



4 *Admiral Janeway visits her old friend Tuvok. The Vulcan's mental condition has deteriorated in the intervening years, and he is but a shadow of his former self.*



5 *Janeway later visits the grave of Commander Chakotay. She comments that she is about to undertake a mission to make things "better for all of us."*



6 *Aboard VOYAGER in 2377, Tuvok confides in the Doctor that he has noticed a deterioration in his mental abilities. He is unwilling to tell the captain, however.*

'ENDGAME', PART I

"These should be familiar images to anyone who remembers the U.S.S. VOYAGER's triumphant return to Earth after 23 years in the Delta Quadrant."

— Newscaster



'Endgame' Part I

the captain until it begins to affect his duties. In the **Astrometric Lab** Seven locates what appears to be a cluster of wormholes within a dense nebula.

In the future, Tuvok becomes increasingly agitated, reeling off a sequence of numbers. In his confusion he announces that Admiral Janeway is never returning. The Doctor becomes concerned and confronts Reg, who eventually capitulates and informs him of the admiral's plans and location.

Janeway meets Ensign Paris – curtly dismissing her – and then Korath, on whose behalf she has exerted her influence to ensure his seat on the **Klingon High Council**. He will not honor their agreement, however, without the additional inducement of plans for the shield emitters on the admiral's shuttlecraft. She walks out.

Lucky escape

In 2377, *Voyager* narrowly avoids colliding with a **Borg cube**. The **Borg Queen** is aboard, but decides against pursuit. Aboard *Voyager* the speculation is that localized interference ensured they were not noticed. Seven, having tracked dozens of other *cubes* in the vicinity, rules out a return to the nebula, but Harry considers it too good an opportunity to relinquish. Prompted by her growing closeness to Chakotay, Seven approaches the Doctor with regard to removing her **cortical node** – a device designed to prevent her experiencing the full range of human emotion.

Admiral Janeway agrees to Korath's trade, and asks to view the device she wants. On being shown it, she transports herself and the device back to her craft, enraging Korath. She escapes him, but on reaching her destination is intercepted by Captain Harry Kim with orders to return her home. He has consulted with the Doctor and Starfleet. She explains her plan to him, yet he cannot be sure of its success. The admiral cites his insistence of taking a greater risk in exploring the nebula two decades previously, and talks of *Voyager*'s crew who have not survived their return.

Admiral Janeway succeeds in gaining Captain Kim's compliance. He notes that Korath's device may burn out, and the admiral may not return, something she fully realizes. Having made a final attempt to dissuade her, he departs. Admiral Janeway activates Korath's **chrono-deflector**, and immediately comes under attack. She

petitions Harry for help, and he is able to distract the Klingon vessels long enough for her to pass through the temporal rift she has created.

Emerging on the other side Admiral Janeway contacts *Voyager*, instructing her younger counterpart to close the temporal

rift before the Klingons can pass through it. Bucking at taking orders, she nevertheless does so, but demands an explanation. Admiral Janeway replies that she has come to take *Voyager* home, but neither party is aware that the transmission is also being viewed by the Borg Queen.

ON SCREEN...



7 In Astrometrics, Seven of Nine detects a dense nebula that shows evidence of wormhole activity within. Hopes of a quick return home are raised among the crew.



8 Admiral Janeway meets with the Klingon, Korath. He has created a chrono-deflector for her, but decides to alter the parameters of their deal.



9 Within the nebula, VOYAGER narrowly avoids a collision with a BORG CUBE. Captain Janeway orders the ship to depart the anomaly immediately.



10 Admiral Janeway tricks Korath and succeeds in stealing the chrono-deflector. She soon comes to the attentions of Captain Harry Kim, however.



11 After passing through a temporal rift, Admiral Janeway orders her younger counterpart to close the anomaly to prevent Klingon vessels from following.



12 Janeway's passage through time has not gone unnoticed; from the sanctity of the nebula, the Borg Queen observes VOYAGER with an intense interest.

STARSHIP FACTS

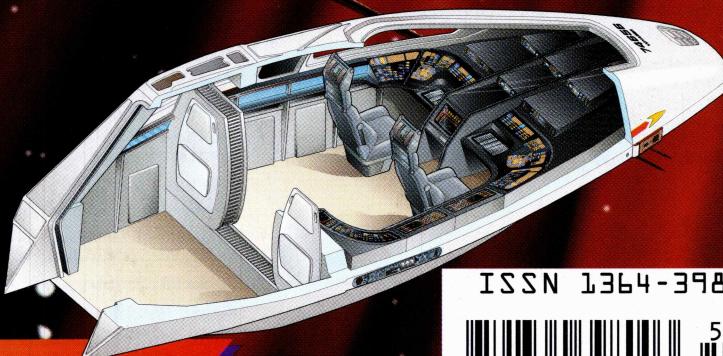
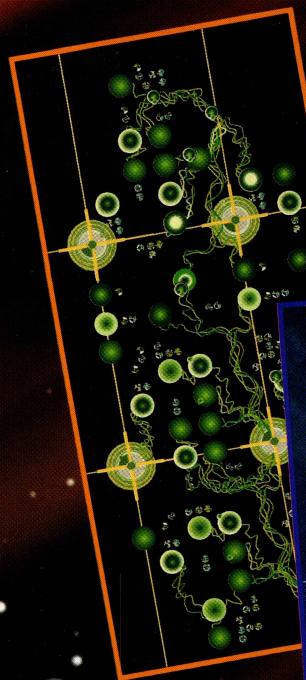
In 2403, Captain Harry Kim commands the U.S.S. Rhode Island. Somewhere between 2398 and 2403 he spends four years away from Earth on a deep space mission.

Admiral Kathryn Janeway visits her former security chief Tuvok each Sunday, while the Doctor visits on Wednesday. The ailing Vulcan comments that Commander Reginald Barclay's visits are "erratic."



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Computer screens of the collective

Seven of Nine
Index to a former drone

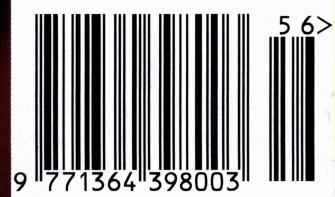
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Khan's ruined world

Admiral Owen Paris
Searching for a lost son

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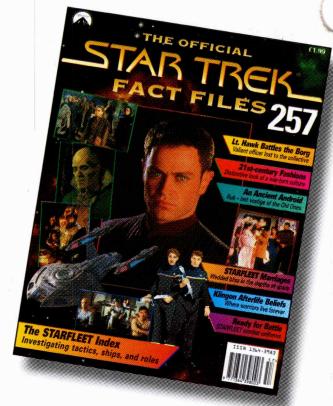
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THE JANEWAY INDEX

Captain Kathryn Janeway epitomizes Starfleet's finest; she is a bold, determined, and personable woman, eager to push the boundaries of knowledge and exploration — all while ensuring the safe return of the *U.S.S. Voyager* NCC-74656 and its crew to the Alpha Quadrant.

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Captain Janeway's Early Career



During her early Starfleet career, Kathryn Janeway marks herself out as an extremely capable officer.

FILE 43 CARD 51

U.S.S. *Voyager* NCC-74656



The *Intrepid*-class *U.S.S. Voyager* NCC-74656 is Captain Kathryn Janeway's first starship command.

FILE 29 CARD 1

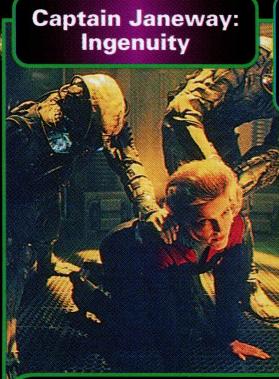
Captain Janeway: Dedication



Captain Janeway's sole objective is to get her ship home.

FILE 43 CARD 51E

Captain Janeway: Ingenuity

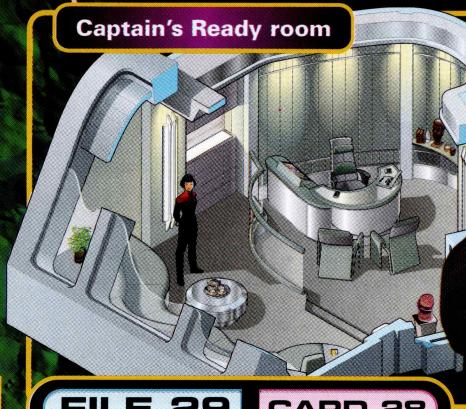


Janeway is renowned for devising new strategies under difficult circumstances.

"I'd be asking this crew to make too big a sacrifice . . ."
— Captain Janeway

FILE 43 CARD 51G

Captain's Ready room

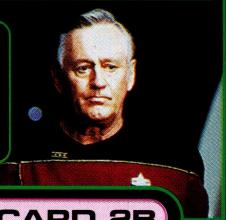


Captain Janeway's ready room is adorned with personal items.

FILE 43 CARD 51F

Vice Admiral Janeway

Kathryn's father, Vice Admiral Janeway is tragically killed while testing a prototype vessel.



FILE 19 CARD 2B

Captain Janeway is well suited to the rigors of command. She issues orders in a forthright and steady manner, and expects the best of every crew member beneath her.

FILE 43 CARD 51A

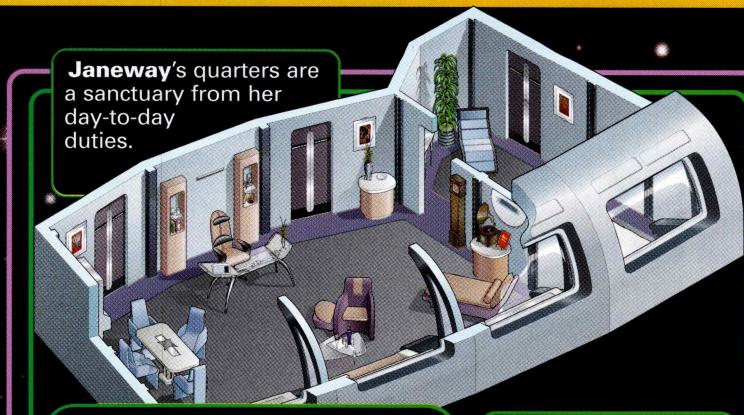
Captain Janeway: Early command

FILE 29 CARD 28



THE JANEWAY INDEX

FILE 1 CARD 45



Janeway's quarters are a sanctuary from her day-to-day duties.

FILE 29 CARD 8

Captain's Quarters

FILE 43 CARD 51B

Janeway develops a close working relationship with **Commander Chakotay**.

Seven and Captain Janeway



Captain Janeway and Chakotay

Captain Janeway makes the decision to cut **Seven of Nine's** link to the **Borg** collective in 2374.

FILE 44 CARD 44

Shannon O'Donnell

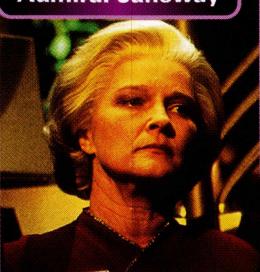


Kathryn Janeway is inspired by her ancestors **Shannon O'Donnell** and **Henry Janeway**.

Henry Janeway

FILE 44 CARD 44A

Admiral Janeway



In 2404, **Admiral Kathryn Janeway** plots to alter the course of **Voyager's** history in 2377.

Captain Janeway as Queen Arachnia



FILE 43 APPENDIX CARD 51

Q and Captain Janeway

Q occasionally taunts **Janeway** with his presence, much to her chagrin.

FILE 57 CARD 2D

Janeway falls in love with **Fair Haven's** holographic barkeep **Michael Sullivan** in 2376.

Captain Janeway and the Holodeck

FILE 43 APPENDIX CARD 51

FILE 43 CARD 51D

JANEWAY STARSHIP LOG: Key episodes



'Caretaker'
FILE 71
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'Deadlock'
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'Resolutions'
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'Coda'
FILE 71
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'Scorpion',
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'Bride of
Chaotica!'
FILE 71 CARD 103



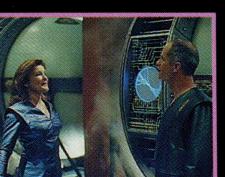
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'Endgame'
FILE 71
CARD 165/166

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FILE 1 CARD 52

THE SEVEN OF NINE INDEX

After being forcibly severed from the Borg collective by Captain Kathryn Janeway in early 2374, Seven of Nine must forge a new path as a unique individual. It is not an easy journey, but she eventually grows to be an integral member of the *U.S.S. Voyager NCC-74656* crew.

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Magnus and Erin Hansen



FILE 44 CARD 36

Magnus and Erin Hansen undertake a mission to track the **Borg** in 2352. They take their young daughter – **Annika** – with them on the fateful journey that ends in their assimilation.

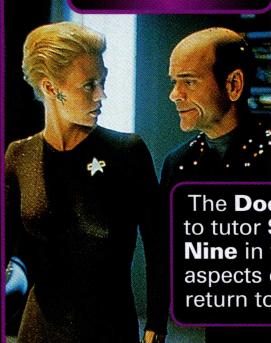
Seven of Nine and Janeway



FILE 43 APPENDIX CARD 3B

Captain Kathryn Janeway assumes an almost motherly role for **Seven of Nine**.

The EMH and Seven of Nine



Seven of Nine: Learning to be Human

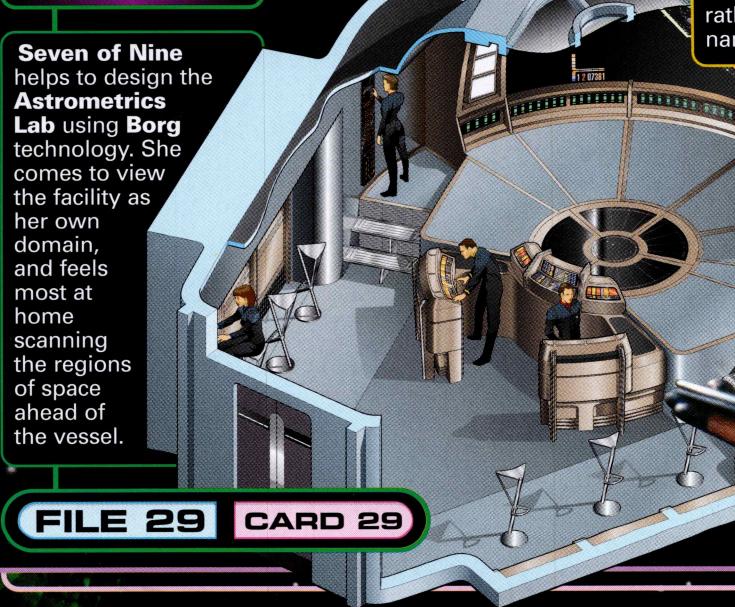


FILE 43 APPENDIX CARD 3A

"This drone is . . . small, now. Alone. A single voice . . . a single mind."

— Seven of Nine

Astrometrics Lab



Seven of Nine helps to design the **Astrometrics Lab** using **Borg** technology. She comes to view the facility as her own domain, and feels most at home scanning the regions of space ahead of the vessel.

FILE 29 CARD 29

Seven of Nine feels most comfortable being referred to by her **Borg** designation, rather than her given name of **Annika Hansen**.

Seven of Nine

FILE 43 APPENDIX CARD 3



THE SEVEN OF NINE INDEX

FILE 1 CARD 52

The Borg Queen



The **Borg Queen** tries to tempt **Seven of Nine** back to the collective in 2375. She wishes to use her knowledge of humanity to ensure that Earth can be assimilated.

FILE 52 CARD 5



Seven of Nine oversees the education of a unique **Borg drone** named **One** in 2375.

One

FILE 52 CARD 3A

Cargo Bay 2



Cargo Bay 2 contains **Seven of Nine's** regeneration alcove, and all of the systems she requires for her existence.

Unimatrix Zero

FILE 29 CARD 38

FILE 15 CARD 12

Icheb



Icheb becomes **Seven of Nine's** protégé in 2376. His troubled life parallels her own.

FILE 52 CARD 8



The Borg children are released from their **maturation chambers** early, and left abandoned.

FILE 52 CARD 7

Borg Modifications to the U.S.S. Voyager NCC-74656



Seven of Nine's Borg unimatrix make a number of adjustments to the **U.S.S. Voyager NCC-74656**.

The Borg Children



In 2375, **Seven of Nine** revisits **Unimatrix Zero**, a false reality where certain **Borg drones** can temporarily regain their individuality.

FILE 29 CARD 35

THE SEVEN OF NINE STARSHIP LOG: Key episodes



'Scorpion', Part II
FILE 71 CARDS 66



'The Raven'
FILE 71 CARD 71



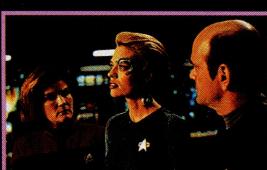
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FILE 71 CARD 86



'One'
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FILE 71 CARD 98



'Dark Frontier'
FILE 71 CARD 106



'Relativity'
FILE 71 CARD 114



'Survival Instinct'
FILE 71 CARD 117



'The Voyager Conspiracy'
FILE 71 CARD 124



'Tsunkatse'
FILE 71
CARD 130



'Collective'
FILE 71
CARD 131



'Unimatrix Zero',
Parts I & II
FILE 71 CARD 141



'Imperfection'
FILE 71
CARD 142

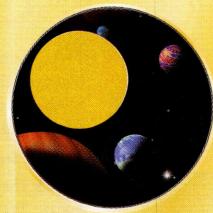


'Natural
Law'
FILE 71 CARD 162

The Guide to the STAR TREK Galaxy

FILE 4

CARD 40



STAR SYSTEMS



STAR SYSTEMS

AJILON PRIME

The Federation colony on Ajilon Prime sustains considerable damage during an attack by Klingon forces in 2373. Dr. Bashir and Jake Sisko do what they can to help.

Ajilon Prime is a **Class-M** planet that is home to a small **Federation** colony of several settlements and a planetary **starbase**. From orbit it is a predominantly brown color, with mottled white markings that may indicate cloud cover. The only other visible topographical characteristic is an irregular network of narrow ridges; these are most likely mountain ranges.

Planet under siege

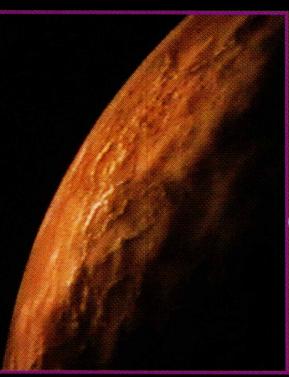
In early 2373, fighting breaks out between the Federation and the **Klingon Empire**. The starbase and colony come under attack by Klingon ground forces, even though some of the population centers are 50

kilometers from the front line. The Klingons capture two settlements in the northern hemisphere, and damage the main medical facility on the planet. The doctors evacuate the surviving patients and equipment to a labyrinth of subterranean tunnels under a nearby hill.

Underground sanctuary

The original purpose of the tunnels is unknown, but they are extensive, with the northern exit route around two kilometers long. The tunnels are roughly arched, with few straight passages and many twists and turns, and carved through stone rich in magnesite ore. In places the tunnels are buttressed with wide supports made from gray

Ajilon Prime is an unremarkable brown world when viewed from orbit. No evidence of the violent skirmishes between the Federation and Klingons can be seen from space.



Low green bushes border the sandy plains of Ajilon Prime that are scattered with the bodies of Starfleet and Klingon soldiers struck down in battle. The bright sunshine hides none of the carnage.

metal. The danger of rock falls is exacerbated by the fighting, and rubble falls from the ceiling when the colony's power reactor is damaged by a Klingon attack. Round lights are inset into the supports, providing adequate and relatively uniform white lighting, at least

DANGER ON THE JOB

Overcoming fear

Starfleet cadets must undergo a continuous battery of psychological tests and simulated combat training before they graduate. There is a world of difference, nevertheless, between a simulation and the real thing as reporter Jake Sisko learns. He is not the first to freeze under fire, and will not be the last. Even the legendary Captain James T. Kirk once hesitated when facing the deadly dikironium cloud creature.

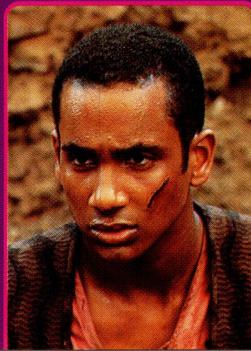
Not all fears arise from involvement in armed conflict, however. For example, Chief Miles O'Brien had mild arachnophobia, but overcomes it when he mends an emitter array on Zayra IV where its Jefferies tube is infested with Talarian hook spiders. Lt. Reginald Barclay of the U.S.S. Enterprise NCC-1701-D suffers from a range of complexes and neuroses, and exhibits hypochondriac behavior.

Captain James T. Kirk and Ensign Garrovick encounter the dikironium cloud creature. As Kirk hesitated in 2257, so does Garrovick in 2268 before firing.



Jake Sisko grows up during the Dominion war, but is always insulated from the terror until he goes into the field to report.

Lt. Reginald Barclay suffers from a rich variety of fears; Counselor Deanna Troi helps him overcome his crises.



OTHER CARDS IN THIS FILE...

2 THE RIGEL SYSTEM
14 ORELIUS
15 YADERA II

SEE OTHER FILES...

STAR TREK: DEEP SPACE NINEFile 70

Planet Ajilon Prime

Class M Quadrant Alpha

Inhabitants Federation colonists

Climate The planet has a sunny temperate climate.

Life Forms There is no evidence of indigenous fauna. There are a variety of low-to-the-ground shrubs and other flora.

Features The geography is predominantly flat with sandy plains, and a thin network of rocky hill and mountain chains.

Remarks In 2373, it is the site of heavy Federation/Klingon fighting.

Starship Log STAR TREK: DEEP SPACE NINE 'Nor the Battle to the Strong'

The Guide to the STAR TREK Galaxy

FILE 4 CARD 40



STAR SYSTEMS



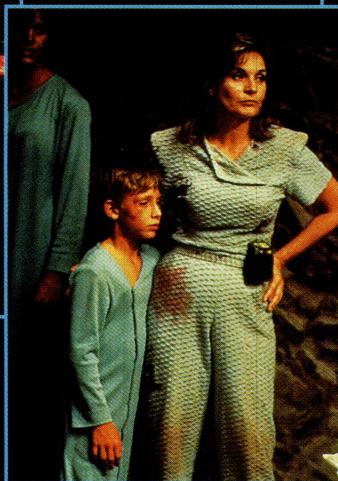
STAR SYSTEMS

▼ The underground tunnels serve as a safe haven to the terrified medical workers, but they can also be a labyrinthine death trap when the Klingons enter them.

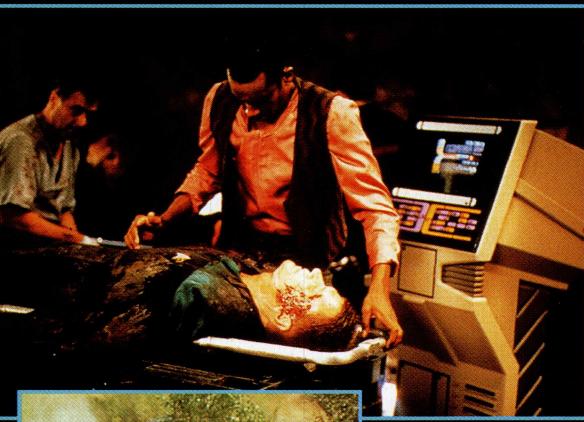
AJILON PRIME



▼ The hospital is besieged, and patients are evacuated to the subterranean passages. They are dirty and unsuitable for patient treatment.



▼ A makeshift hospital is assembled in the tunnels of Ajilon Prime. It is not a traditional medical site.



throughout those parts of the tunnel complex in use by the medics.

The emergency triage center appears to have been located in the largest hollowed out area, with room for banks of monitors arranged round the stone walls. Beds and gurneys are fitted into whatever space can be found. There are many small alcoves used by the medical staff for various purposes, including storage of supplies and as a morgue. The medical staff sleep in cramped bunk beds, and use

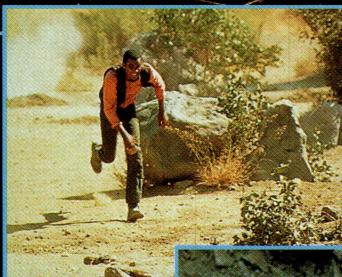
mismatched tables and chairs for their meals and brief rest periods.

Rough ground

The area surrounding the hill consists of a confluence of dirt tracks about two meters wide through wild bushes and rough grass. There are no signs of organized cultivation, indigenous animals, birds, or insect life. Large boulders are scattered throughout, probably the result of landslides. Further afield there are steep-sided

dunes separated by sandy clearings.

It is unknown how much of the landscape has been scarred by the battle, as bodies of dead Starfleet officers and Klingons are strewn everywhere. Fortunately a cease fire is agreed shortly before a relief party arrives to evacuate the colonists, preventing further loss of life.



► Large boulders are found scattered among the low lying shrubbery of the dusty flats. They are most likely the remnants of landslides.



► In areas closer to the bases of the craggy hills, the ground is rife with a slate-like material, and the soil comes in a variety of textures.

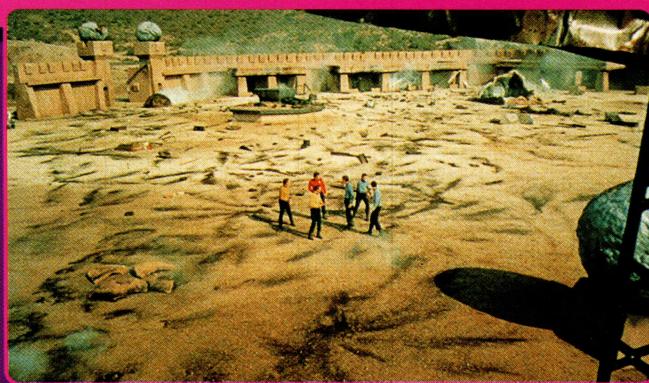
TRYING TO PROTECT EVERYONE

Defending colonies

Starfleet follows a policy of peaceful exploration, and only sanctions settlement of worlds that do not have indigenous life, or are not subject to territorial claims by other races. The sheer expanse of the Alpha Quadrant nevertheless means that remote Federation colonies and outposts are frequently threatened in times of war. Most have some form of defensive capability, for example ground-based phaser batteries, but Starfleet cannot provide heavily armed starships to guard every such location, particularly during times of widespread conflict. As a consequence many outposts such as those in the vicinity of the Romulan Neutral Zone in 2364 are completely eradicated.

The resourcefulness and courage of settlers can often play a large part in the outcome of such conflicts, but at the end of the day the ability of a remote facility to survive an attack depends on a number of factors, many beyond the colony's control. The respective strengths of the attacking and defending forces are significant, and a colony's defensive and offensive capabilities need to be deployed in time to minimize damage and discourage aggressors, but sadly this does not happen on Cestus III when the Gorn attacks in 2267.

If a distress signal can be sent through subspace to Starfleet, the proximity of starships and how soon they can reach the battle zone is crucial. The besieged Starfleet forces on Planet AR-558 in the Chin'toka System during the protracted war between the Alliance of Alpha Quadrant races and the Gamma Quadrant Dominion suffer heavy losses, but survive following the assistance of a supply team from the U.S.S. *Defiant* NX-74205.



► Captain James T. Kirk and his landing party see Cestus III was attacked by the Gorn who claim sovereignty.



► Starfleet officers are stranded on AR-558 while under siege by Jem'Hadar forces.

GALAXY FACTS

- The presence of magnesite in rocks inhibits matter transportation.**
- Ajilon Prime is three days travel away from the Federation outpost Deep Space Nine.**

The Guide to the STAR TREK Galaxy

FILE 4

CARD 41

CETI ALPHA V



STAR SYSTEMS



STAR SYSTEMS

An untamed world crying out for pioneers to master it, planet **Ceti Alpha V** is a perfect choice for the exile of the genetic superman **Khan Noonien Singh** and his followers, but a freak geological event turns it into a crucible for hatred and revenge

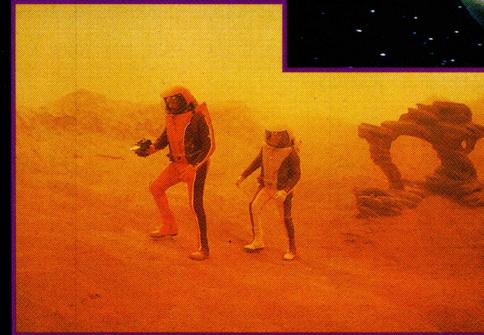
Situated in the **Mutara Sector** of the **Alpha Quadrant**, the **Ceti Alpha Star System** is home to a handful of planets of varying classifications. When first detected by **Starfleet** scouts, the fifth planet in the system is an Earth-like **Class-M** world with a broad spectrum of native flora and fauna, albeit in something of a harsh environment. Based on conclusions from records and direct scans, **Ceti Alpha V** is described as "a bit savage, somewhat inhospitable, but livable," the kind of frontier planet where only the hardiest pioneers might be able to carve themselves a place to live. In the

mid-2260's, Ceti Alpha V has not been considered to yet be a viable place to forge a **Federation** colony, but events that transpire on **Stardate 3141.9** eventually lead to its transformation into a makeshift penal colony.

Relocation and exile

In 2267, the **U.S.S. Enterprise NCC-1701** encounters the **S.S. Botany Bay**, a cryogenic sleeper ship from Earth's late 20th century; its crew is a group of genetically engineered 'supermen' led by the dictator **Khan Noonien Singh**. After his revival, Khan leads an attempt to take command of the *Enterprise*, with the collusion of ship's

► The U.S.S. RELIANT NCC-1864 enters the orbit of Ceti Alpha V. The planet's surface appears to be lightly ringed with brown bands, an indication of the inhospitable environment below.



► Ceti Alpha V was once a livable Class-M planet, but after its neighboring planet eroded, its environment changed. The precarious, sandy windswept landscapes are intolerable for living.

historian **Lt. Marla McGivers**, but actions by **Captain James T. Kirk** and his officers thwart Khan's plot, and he is captured.

Kirk, aware of the Federation's negative stance on genetically engineered humans, offers Khan a humanitarian solution to imprisonment – exile. Khan embraces the opportunity, and with the help of the *Enterprise* crew, he and his followers

SUPER SURVIVALISTS

Genetics revisited

In 2267, the **U.S.S. Enterprise NCC-1701** discovers the ancient **DY-100**-class vessel the **S.S. Botany Bay**, and a number of cryogenically preserved bodies aboard. The leader, who identifies himself as Khan, is reanimated, and he learns that 72 of the 84 passengers from his sleeper ship have been successfully recovered. Dr. Leonard McCoy finds that his patient is superhuman in his resilience, and Mr. Spock reports that this is actually the last of the genetically engineered tyrants, **Khan Noonien Singh**. In a humanitarian move, Captain James T. Kirk agrees to transport Khan and his followers to Ceti Alpha V.



► Khan gains control of the U.S.S. ENTERPRISE NCC-1701-D after Lt. Marla McGivers helps him revive his superhuman followers on the **S.S. BOTANY BAY**. He threatens the Starfleet crew with Kirk's death if they do not cooperate with his plans.

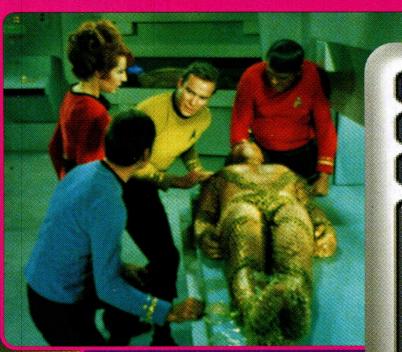


OTHER CARDS IN THIS FILE...

- 2 THE RIGEL SYSTEM
- 7 ABANDONED OUTPOSTS
- 12 KALANDAN OUTPOST

SEE OTHER FILES...

STAR TREK II:
THE WRATH OF KHAN...File 73



Planet	Ceti Alpha V	
Class	M	Quadrant Alpha
Primary star	Ceti Alpha	
Inhabitants	Only the Ceti eel, a rudimentary invertebrate	
Surface	Arid desert plains of rock and sand battered by high velocity winds.	
Atmosphere	Oxygen/Nitrogen	
Moons	Unknown	
Features	The fifth planet in the Ceti Alpha Star System suffered a severe geological change when its neighboring world Ceti Alpha VI disintegrated. The shock rendered it from livable to a deadly wasteland.	
Starship Log	STAR TREK II: The Wrath of Khan	

The Guide to the STAR TREK Galaxy

FILE 4 CARD 41

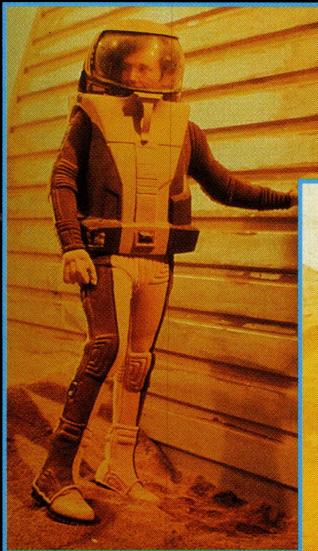


STAR SYSTEMS



STAR SYSTEMS

CETI ALPHA V



▼ Khan wears desert garb when he ventures outside on the once livable Ceti Alpha V. The planet and his nature have grown hostile.



► Chekov and Captain Clark Terrell learn that the BOTANY BAY is serving as a human habitation. They attempt a speedy departure from the area.



► Chekov and Terrell are held captive by the bitter Khan and his hardy followers. They will soon be infected with parasitic Ceti eel larvae.

► Commander Pavel Chekov is surprised to discover a ship on the surface of what he believes is Ceti Alpha VI. He is shocked to learn it is the S.S. BOTANY BAY.

establish a rudimentary settlement on the surface, using cannibalized elements from the DY-100-class *Botany Bay*, forming housing from cargo modules and the like. Lt. McGivers remains on the planet and later becomes Khan's wife, when the *Enterprise*

leaves the colonists to their new world.

It is unclear if Captain Kirk reported the full details of this incident in his logs, as later Starfleet records of the Ceti Alpha Star System do not appear to mention Khan's colony, or indeed the precise plotting of the

planets in orbit around Ceti Alpha itself. It is believed that for a period of approximately six standard months, life on Ceti Alpha V was harsh but fruitful for Khan and his people as they worked to tame the wild planet – but toward the end of 2267, all that changed.

Unknown disaster

Around Stardate 3450, an unknown geological phenomenon

causes the sixth planet in the Ceti Alpha system to explode and disintegrate; possible reasons include an asteroid impact, or a gravitational anomaly. The effects are severe, shifting the orbit of Ceti Alpha V, and causing major climactic changes, such as earthquakes and volcanoes.

Once the planet has stabilized once more, having shifted into Ceti Alpha VI's orbital position, huge amounts of dust in the atmosphere cause surface heating, turning the planet into a desert wilderness. High winds and harsh conditions scour almost all life from the surface, with the exception of Khan and his

TARGET GENESIS

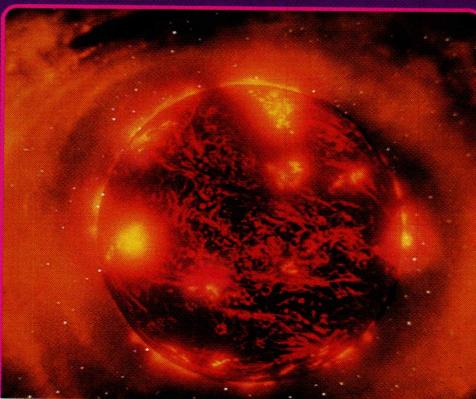
Giving and taking life

The mission of the U.S.S. *Reliant* NCC-1864 brings it to planet Ceti Alpha V during a search for a completely lifeless planetoid on which to test the top-secret terraforming technology known as Project Genesis. A self-replicating matrix enclosed in a torpedo-shaped casing, the Genesis device re-orders inert matter into a form more suitable to human life, effectively altering dead planets into living, breathing worlds ready to be colonized. Genesis will also, however, destroy any existing life on a target world, therefore the said planet must be totally without life forms of any kind before it is used. This aspect of Genesis is revealed in 2285, and remains a point of contention in Galactic politics for many years.

► Admiral James T. Kirk of the U.S.S. *Enterprise* NCC-1701 beams down to the Genesis cave where it is believed the Genesis Device is safe from Khan.



▼ The Genesis Planet at first appears idyllic, but protomatter make-up renders it dangerously unstable.



► Ceti eels, a parasitic life form, look like mollusks. Their young incubate in human brains.



GALAXY FACTS

- An effect of a Ceti Eel infestation in humans is increased suggestibility, making the creatures a crude and eventually destructive form of mind control.
- Khan's DY-100 class cryogenic sleeper ship, the *S.S. Botany Bay*, escaped Earth during the Eugenics Wars in the late 1990's.

hardy followers, and an eel-like invertebrate creature. The so-called **Ceti Eel**, whose larval young burrow into human neural tissue, eventually claims the lives of 20 of Khan's people, including Marla McGivers, in the following years.

Eel epidemic

In 2285, almost two decades later, the crew of the **U.S.S. Reliant NCC-1864** conducts a close-range sensor scan of the planet, mistakenly believing it to be Ceti Alpha VI, as part of the top-secret **Project Genesis**. Using stealth and guile, Khan abducts *Reliant*'s captain, and takes command of the ship, intent on seeking out Kirk for revenge; *Reliant*'s crew remain stranded on Ceti Alpha V until a Federation starship returns to rescue them after Khan's death, and the planet is finally abandoned, left to the eels that swarm beneath its sands.



FILE 27 DEEP SPACE NINE

STATION:

DEEP SPACE NINE

SYSTEMS:

TURBOLIFT NETWORK

The turbolift network aboard *Deep Space Nine* is distinct in its Cardassian design and efficiency; it serves the Federation and Bajoran officers, and alien visitors with utilitarian flourish and speed.

The occupation of the former **Cardassian** ore processing facility **Terok Nor** by combined **Federation** and **Bajoran** forces in 2369 provides **Starfleet** with a tactically vital **starbase** close to the emergent **Bajoran wormhole**. The facility is less than ideal for the Starfleet personnel assigned to work on it, but the base nevertheless has a number of fully functional vital systems intact.

One of the most important is the intrastation transportation system similar in principle to standard Starfleet **turbolifts**. The movement of a number of individually controlled carriages are constantly monitored by the station's main computer; they are capable of providing access to any of the 34 levels of the station core and 252 levels on the docking pylons. Individual personnel carriages can travel both vertically and horizontally within the 16.54 kilometers of energized tube guides that are divided among three identical main pathway layouts.

Turbolift

Deep Space Nine's turbolift system shares many similarities with Starfleet designs in that it is directly powered by dedicated **EPS** trunking. The trunking feeds energy to the twin synchronized Maglev-motors built onto the exterior of the individual carriages, and the EPS energy is converted into a multiphase alternating current that powers a series of 15 Maglev coils. The direction of the carriage is determined by the order of how these coils are energized, and it is controlled by an onboard **isolinear processor**. The station's main computer can oversee the entire system, but the individual carriages sense other cabs within the network and automatically perform velocity changes, collision-avoidance, standby duty stops, and emergency shutdown in the case of a power failure. In emergency situations, it is possible to reroute EPS power from other parts of the network to the turbolift system; unlike the far more flexible Starfleet systems that may take a maximum of two hours to reroute, however, the Cardassian computer system makes such an emergency override far more difficult for duty engineers to perform.

Individual carriages are not equipped with true **inertial damping field** generators, but are protected by a pseudo-inertial damping field effect provided by the guide way EPS conduit coatings, which emit low-level polarized gravitons. The overall open fronted design of the Cardassian designed carriages give a less secure feeling than the equivalent Starfleet design whose enclosed, well-lit interior does not expose the passenger to extremely fast moving surfaces formed by the interior of the

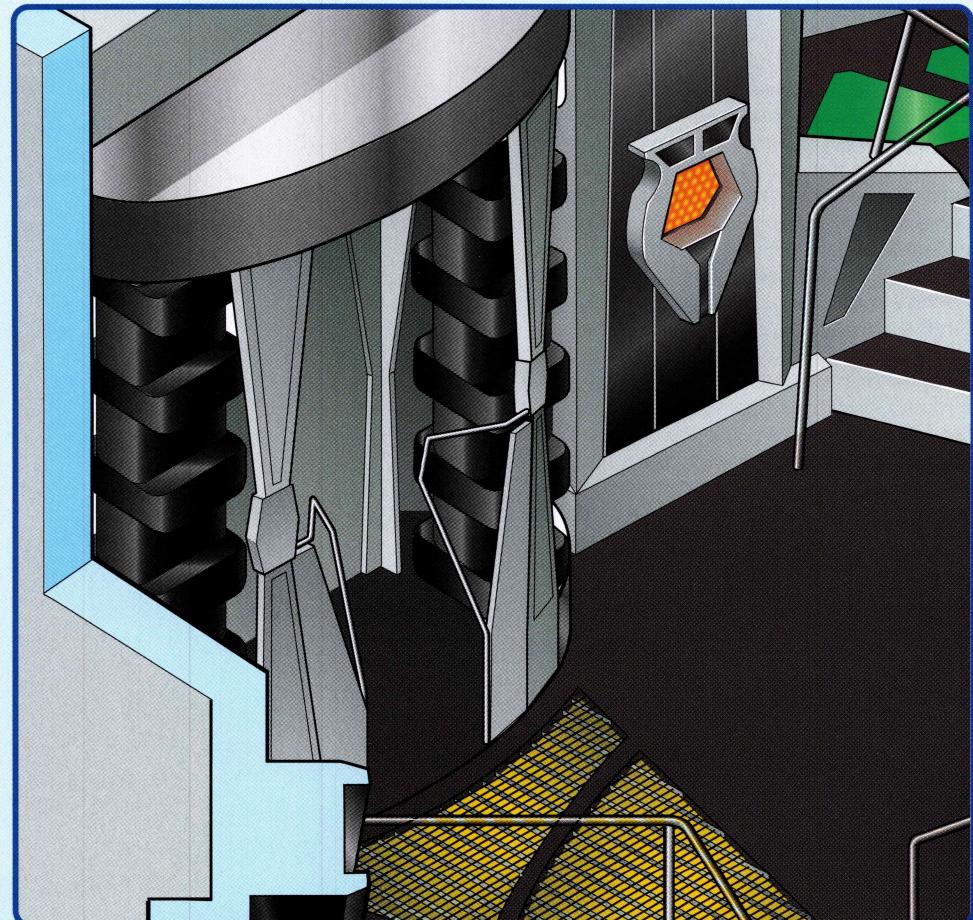
turbolift shaft during transportation. Users of *Deep Space Nine*'s turbolifts have to stand toward the rear of the carriage in order to avoid any contact with the shaft's interior, with each carriage having a maximum capacity of six individuals. The peak speed reached by the carriages is 17 meters per second, allowing extremely rapid movement around the station as required.

Efficient transportation

Deep Space Nine's turbolift network has a number of in-built diagnostic functions that allow the duty engineer to test the efficiency of the system at any time. Individual tests include diagnostics on the **electromotive coil** functions and load detection systems, and in the case of a total power failure, personnel can be beamed out of the carriages assuming the **transporters** are not also affected by the same power outage. Despite the peculiarities of Cardassian



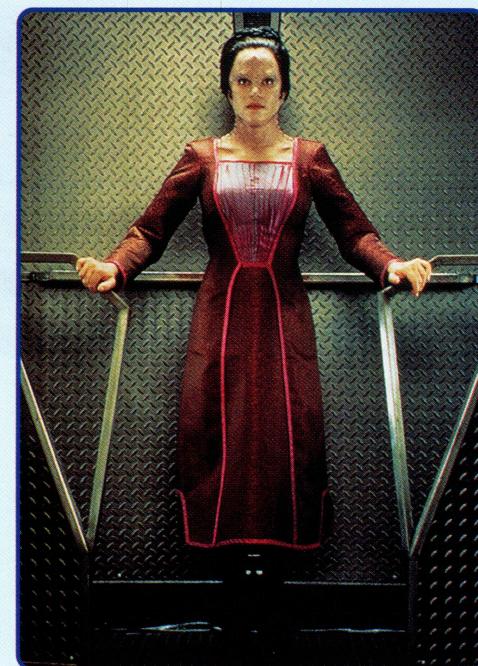
The interior of the turbolift car itself is constructed of bare metal panels. The design gives little thought to comfort.



The turbolift shafts are sealed with doors, but the actual lifts travel through the network with an open entrance. Passengers are protected by a pseudo-inertial damping field, but still see the exterior walls flashing past.



FILE 27 DEEP SPACE NINE



▲ The lighting in the passenger carriages is very dim aboard DEEP SPACE NINE, in marked contrast to the brighter design of Starfleet turbolifts.

carriage that rises to within a meter of the ceiling in Ops when the cab is called there.

Entrance to the turbolift carriages in other parts of *Deep Space Nine* are through twin sets of heavy duty double doors. The turbolift can be summoned through the use of a touch pad to the right of the sealed doors – this prevents personnel from falling into the exposed shaft. The destination within the cab is prompted by a spoken command, or by manipulating the small wall-mounted panel within the carriage. A series of bright illuminated rectangular indicator bars are positioned vertically along the left and right forward curved sides of the cab's interior, and on passing a vertical or horizontal junction point within the network they briefly glow with a brighter intensity. In keeping with the functional approach taken by Cardassian designers, the

▲ The open plan design of the turbolift requires that passengers stand away from the entranceway. Hand grips are prominently featured along the walls.

turbolifts are not designed for comfort or aesthetic appeal – their strong, durable design is constructed to give maximum efficiency of operation and an extended life, offering reliable and fast movement to all areas of the station.

▲ The turbolift designated to the Ops center on DEEP SPACE NINE follows Cardassian design, and opens directly into the command center.

designed systems, the turbolift network only experiences one real major problem in operation due to the effects of an external probe in 2369, with the system proving to be extremely reliable through the operational life of the station.

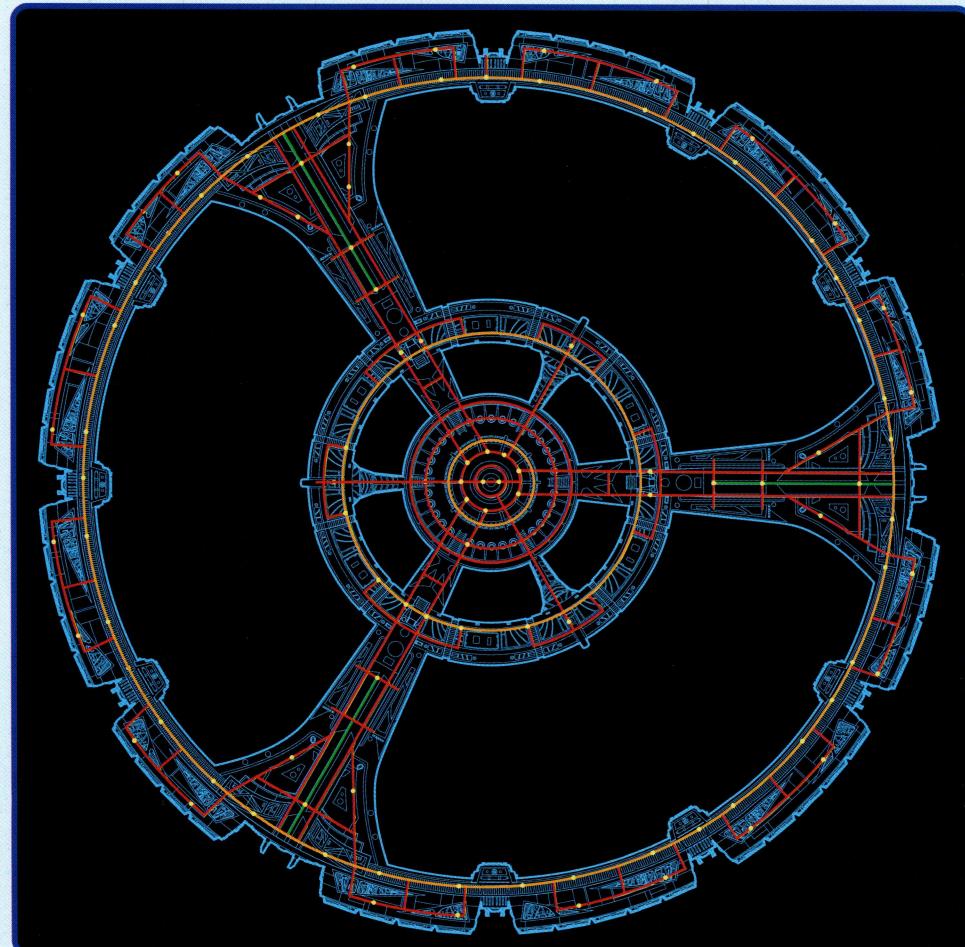
Open plan

One of the biggest differences between the Cardassian and Starfleet turbolift carriages is clearly illustrated in *Ops*, where the entire turbolift carriage becomes externalized outside of the turbolift network. On reaching *Ops*, the circular shaped open fronted carriage rises to floor level, locking into place and allowing easy and fast access to the area through the wide-open entrance. Starfleet turbolift systems operate a completely self-contained system, with the carriages staying within the network at all times, including a number of access and maintenance dead ends to which a carriage can be routed for routine repair and inspection.

Deep Space Nine's carriages are designed to operate outside the entrance to the turbolift network, with the carriages commencing their movement at 0.2 meters per second and then accelerating once the cab has joined the main flow of traffic within the network.

Construction

The lifts are constructed from **kelindide** and **toranium** framing beams supporting shaped **duranium** panels. The carriages feature no internal doors, but have twin low level metallic angled plates positioned to the left and right of the entranceway with polished metallic grab rails built into their tops and sides. The panels define the safe area in which to stand, with the interior surfaces constructed of heavy-duty dark copper-colored plates to the rear. The interior of the Cardassian cabs are not as highly illuminated as Starfleet carriages, with primary lighting provided by a single oval translucent panel built into the circular flat roof of the



▲ The personnel carriage routes aboard DEEP SPACE NINE are mapped in green, red, and yellow lines; entry points are marked as yellow dots. The exhaustive system covers over 16 kilometers of the space station.

FILE 29 U.S.S. VOYAGER NCC-74656

PLAN:
INTERIORASSIGNED TO:
U.S.S. VOYAGER NCC-74656

NAME:

TYPE-12 SHUTTLECRAFT 'COCHRANE'

In Stardate 49373.4 Lt. Tom Paris of the *U.S.S. Voyager NCC-74656* attempts to be the first human to break the warp 10 threshold. This barrier is thought to be impossible, as the mathematics of traveling at **transwarp** speeds suggests the vessel and its pilot would occupy every point in the universe simultaneously; however, the discovery of a new form of **dilithium** that remains stable at much higher warp frequencies allows **Lt. B'Elanna Torres** and **Ensign Harry Kim** to equip the **Type-12** shuttlecraft **Cochrane** with this enhanced drive component in order to break the threshold.

Experimental mission

Type-12 shuttlecraft are relatively small, short to medium range vessels carried by a number of starships, and while their interiors are relatively cramped, the design of the ship makes it perfect for the warp 10 attempt. The compact styling of the cockpit allows the pilot fast access to the ship's systems, a necessity when conducting the warp 10 attempt with its inherently high risk of accident. Several simulations of the mission are run in the **holodeck** before the final attempt, with the *Cochrane*'s interior represented exactly in order to familiarize Paris with the conditions, allowing the design team to develop the refinements required for the real vessel's experimental run.

The *Cochrane*'s cockpit is entered through



The shuttlecraft's systems are adapted to require the presence of only one officer aboard it. Ensign Harry Kim alone has complete control over the vessel.

sliding double doors located in the separating bulkhead between the forward and rear part of the ship. It can comfortably accommodate the pilot and copilot at the front of the area, but room for additional personnel is limited. The doors are constructed from a light metallic colored alloy, and have dark inset rectangular panels on the upper and lower surfaces. The doors slide outward into the recess formed by the angular port and starboard bulkhead walls, with the upper ceiling narrowing to mirror the shape of the outer hull. The *Cochrane*'s interior has adequate headroom, and the use of light colored panels creates an illusion of spaciousness that is enhanced by the three large view ports forward of the pilot's position.

The outer framework of the access hatch consists of narrow raised panels that run to the deck of the ship, and are made of the same smooth material that forms the rear bulkheads. A narrow horizontal raised panel runs at waist height, bisecting the bulkhead and incorporating a blue colored glowing light source that illuminates the rear corners of the cockpit. A narrow ribbed panel is located between the rear bulkhead and rectangular recessed port and starboard windows on either side, directly above an illuminated horizontal beam constructed from a dark metallic material. The overall level of light provided from these beams and the ceiling grilles is relatively low, reducing interior reflection on the central rectangular viewing window, and the smaller angled port and starboard windows. The rear of the cockpit does not feature an extensive array of controls or systems, as the majority of the ship's interfaces are built into the consoles at the bow.

Located on the starboard lower side of the cockpit's interior is a flat black colored cylindrical device mounted on a gray colored angular plinth, its activity is denoted by a flashing red diode on its right upper surface. There is enough room to the rear of the pilot's seats to accommodate a couple of personnel on the floor of the forward section, but this would only be in an emergency as easy access and egress from the area would effectively be blocked. The *Cochrane* is designed to be operated by a two person crew, but can easily be piloted by a single individual



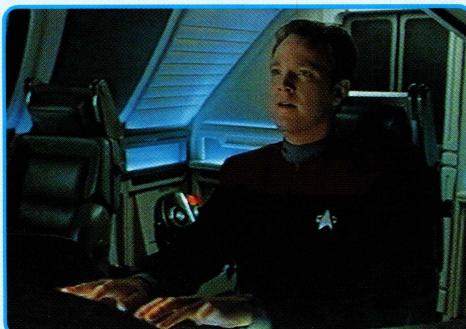
The pilot's interface is comprised of the familiar LCARS touchscreen controls. This allows the operative complete control over the smooth panels.

due to the careful layout and design of the touch sensitive interfaces arranged to the front of the piloting positions. The pilot is located to the left of the interior, with the copilot's seat positioned to the right. The chairs are extremely sturdy units, constructed from heavy duty elements covered in padded sectional supports, thus providing a high degree of comfort while operating the vessel. The chairs swivel freely from left to right, creating ease of access to the flat panel controls and the low console mounted centrally between them.

Sophisticated components

The Type-12 shuttlecraft incorporates a number of advanced systems within its cockpit, including full monitoring of engine status, long-range communications, and a computer core capable of storing up to five billion gigabytes of data from its multiple sensor systems. Data recorded on the *Cochrane*'s logs can be downloaded into compatible systems at a later date, and the vessel is equipped to have its memory core increased as required. Control over the engines, navigation, and other systems is provided by a small touch pad in front of the pilot, with the *Cochrane*'s readouts recalibrated to include direct manipulation of the ship's experimental transwarp drive. Full audiovisual readouts allow Lt. Paris to time his acceleration to the second, with the vessel's forward bank of readouts providing extensive data during both the simulated and actual flights.

The transwarp engines are brought online by Paris via two panels on the conn, illustrating the high level of manual control the craft's design can provide. Despite relatively high gravitational forces, the pilot's chair keeps Paris in position in front of his controls, absorbing much of the excess vibration generated by the high velocities being experienced. Visual indicators built into the console show the rise in speed, counting upward at one decimal place until the speed reaches warp 9.9 where the readout changes to a more accurate two decimal place reading. Despite Tom Paris's dramatic metamorphosis after the successful flight, the *Cochrane*'s systems are resilient enough to officially record the speed of warp 10.



Lt. Tom Paris sits comfortably in the *COCHRANE*'s pilot chair. This provides him with an ergonomically sound position in relation to the vessel's major controls.



A small area just behind the pilot and copilot's positions can be used to store equipment, or in extreme cases, a limited number of personnel.



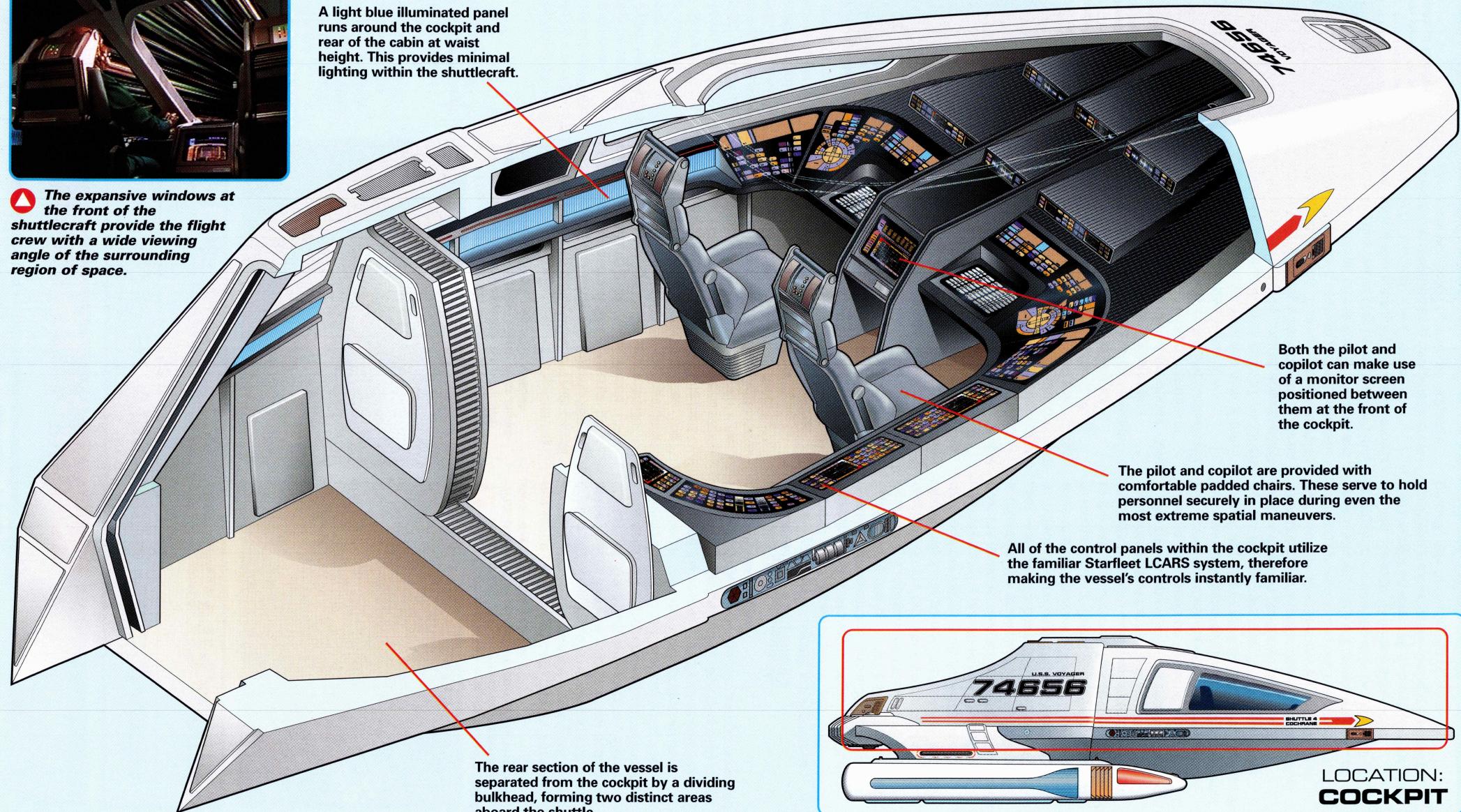
FILE 29 U.S.S. VOYAGER NCC-74656

TYPE-12 SHUTTLECRAFT 'COCHRANE': INTERIOR

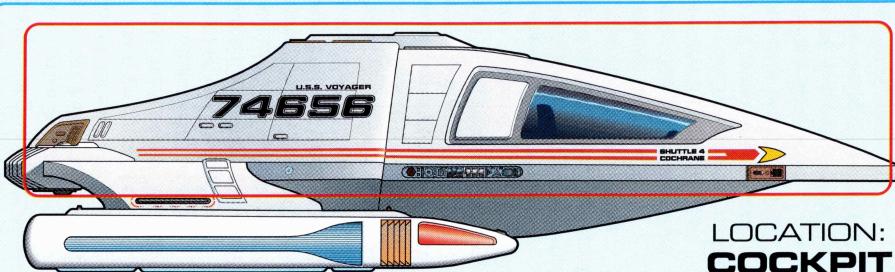


 The expansive windows at the front of the shuttlecraft provide the flight crew with a wide viewing angle of the surrounding region of space.

A light blue illuminated panel runs around the cockpit and rear of the cabin at waist height. This provides minimal lighting within the shuttlecraft.



The rear section of the vessel is separated from the cockpit by a dividing bulkhead, forming two distinct areas aboard the shuttle.



LOCATION:
COCKPIT



Lt. Barclay & Pathfinder Project

Part 2 Lt. Reginald Barclay continues to lend his skills to Starfleet's Pathfinder Project throughout 2376 and 2377. He also contributes to life aboard the *U.S.S. Voyager NCC-74656* with a holographic version of himself — though not quite in the way he anticipated.

The first notable success of the **Pathfinder Project** occurs in early 2376, and it is mainly thanks to **Lt. Reginald Barclay** that a key breakthrough allows the establishment of two-way audio communication, albeit just for a minute or two, with the long-lost starship *U.S.S. Voyager NCC-74656*. It is one of the defining moments of his **Starfleet** career, and it even leads the *Voyager* senior staff to pronounce him an honorary member of the crew.

Barclay's success and his continuing work on the project give his life something of a lift. He becomes almost a different man for a while — more confident and relaxed, and more comfortable in the company of others. He even sings a duet with his old *U.S.S. Enterprise NCC-1701-E* colleague **Lt. Commander Data** at the birthday of their mutual friend, **Lt. Commander Geordi La Forge**. He also gains a girlfriend, the

schoolteacher **Leosa**. They appear well matched to each other; she spends hours listening to him talk about his work, and all its inherent problems and solutions. Leosa unfortunately leaves him after some little time.

Dedicated officer

Barclay throws himself into the next stage of Pathfinder's work. His concept is to develop an interactive hologram — able to carry twice the information of a compressed data stream — that can be transmitted to *Voyager* in the **Delta Quadrant**.

Quadrant. He bases the matrix on himself, with certain subtle changes. This promising idea fails to bear fruit, however, when the signal dissipates in **Sector 39452, grid 8** two months in a row.

The lieutenant refuses to believe that this is caused by something innocuous. He allows his imagination to run away with him in typical

PROFILE OF BARCLAY'S SUCCESS

NAME: Lt. Reginald Barclay

THEORIES: Holographic replica — Successful in theory, but captured by the Ferengi and subsequently poses a severe threat to the lives of the crew of the *U.S.S. Voyager NCC-74656*.

Later successfully creates the first trans-Galactic comm link.

STARSHIP LOG: 'Inside Man'; 'Author, Author'; 'Endgame' (VOY)



▲ Lt. Reginald Barclay continues to dedicate his life toward returning the *U.S.S. VOYAGER NCC-74656* home. In 2377, his plans finally reach fruition.

Barclay style, putting forward wild theories that the signal may have been interrupted by the **Borg** or the **Romulans**. His refusal to accept that it may have been a simple fault earns him some enforced leave from his superior officer, **Commander Peter Harkins**.

Barclay's suspicions, if not his conclusions, are

borne out when he visits his old friend, **Counselor Deanna Troi**. She realizes he is projecting his anxiety that Leosa is responsible for a security leak in the Pathfinder Project. An investigation reveals that she is actually a **dabo girl** in the employ of some **Ferengi**, who have used the information gathered to intercept the hologram sent

by Pathfinder and reprogram it for their own purposes.

Ferengi interference

A starship is dispatched to apprehend the Ferengi, but Barclay nevertheless feels responsible for *Voyager* — almost as if he has let them down. He is worried about the damage his hologram may have

TROUBLED TIMES AHEAD



★ Conspiracy theories
Lt. Barclay is convinced that his hologram has met an unfortunate end at the hands of one of the Federation's enemies.

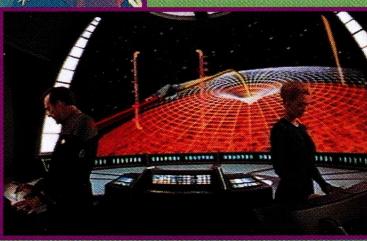


★ In need of counsel

Reg makes a special journey to find Counselor Deanna Troi — much to her chagrin. Nevertheless, she provides necessary words of wisdom in his hour of need.

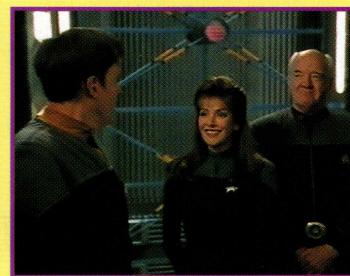
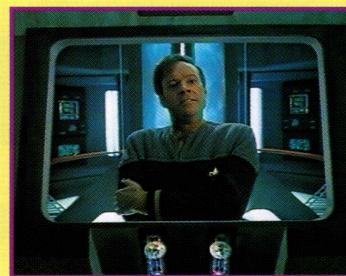


★ Deadly plan
Reg intends for *VOYAGER* to pass through a geodesic fold, exposing the crew to several forms of deadly radiation.



★ High hopes
The Reg hologram promises to return *VOYAGER* to the Alpha Quadrant far quicker than anticipated.

Lt. Barclay & Pathfinder Project



★ Unfaithful

Barclay is hurt by his split from Leosha. The pain only increases when he discovers that she has sold his secrets to the Ferengi.

done to the crew. This pushes him into Barclay overdrive, and he proves himself an invaluable member of the Pathfinder team once again. He does an excellent job of pretending to be his holographic self over **subspace**, tricking the Ferengi into closing the **geodesic fold** they have opened to the Delta Quadrant. He improvises magnificently, saying that *Voyager* is equipped with Borg **interquadrantal warp drives**, **Hirogen** hunting sensors, and **Vidiian phage torpedoes**.

The perfect Barclay

The Barclay hologram that arrives on *Voyager*, meanwhile, is able to move around the ship using the **Doctor's mobile emitter**. His demeanor is little like the person on whom he is based. He is calm, focused, and unexcitable; he says the right thing at the right time, and he generally proves indispensable. It is exactly the kind of hologram Reg would program of himself.

'Barclay' claims to bring with him information on how the lost crew might get home within just a few days. This involves a (nonexistent)

★ Concern

Counselor Troi listens to Barclay as he tells of his concerns for the crew of *VOYAGER* at the hands of his reprogrammed hologram.

"The Borg . . . They assimilated my hologram! That's how it disappeared!"

— Lt. Reginald Barclay theorizes the fate of his holographic self

team of Starfleet scientists targeting the magnetic field of a red giant star with a **verteron beam**, creating a geodesic fold. A corresponding fold should open in the field of another red giant in the Delta Quadrant, creating a temporary gateway between quadrants. His real mission, programmed by the Ferengi, is to abduct **Seven of Nine** for her valuable **nanoprobes**, but he fails to abscond in an escape pod with the former **Borg drone**. His **holomatrix** is later deactivated.

The genuine article begins work on a new hologram with increased security precautions, but other research takes precedence. He oversees the installation of what **Captain Kathryn Janeway** calls "the first trans-Galactic comm link" — a massive step forward that earns him a place in the history books and may even see him considered for the prestigious **Daystrom**

★ Impersonation

Reg does a passable impersonation of his photonic self in order to force the Ferengi into closing the geodesic fold.

prize. He is present when **Admiral Owen Paris** makes the first real-time communication with *Voyager* toward the end of 2377, and he is able to bask in Janeway's personal congratulations. He also arranges a small, personal gift for his favorite crew: a live image of Earth taken from **McKinley Station**.

Artistic troubles

Avid **holodeck** aficionado Barclay shortly afterward brings to **Lt. Tom Paris**'s attention the fact that the first draft of *Voyager*'s **Emergency Medical Hologram**'s holonovel, '**Photons Be Free**', is being distributed without authorization. He sits in on an extended hearing over subspace, during which a Federation arbitrator must decide the case between the publisher, **Ardon Broht**, and Captain Janeway as to whether the **Doctor** has the legal right to control his artistic output. Barclay himself

★ A successful plan

Counselor Troi and Admiral Paris congratulate Reg on his efforts to save *VOYAGER*. The lieutenant is already devising new plans.



★ Working well

Reg is comfortable working under the auspices of Admiral Paris. He displays a newfound confidence in their dealings.



★ Holographic rights

Barclay sits alongside Admiral Paris as a Federation arbitrator deliberates on whether the Doctor has rights.

argues passionately for the Doctor's rights as an artist and an individual. He uses as evidence the fact that the EMH recently traveled halfway across the Galaxy to try and save his creator, **Dr. Lewis Zimmerman**. He wanted to make his 'father' proud.

Barclay is present at a very special moment at the end of 2377: the long-awaited return of *Voyager* to Federation space. He watches from the Pathfinder lab as a **transwarp** aperture opens a light-year from Earth, and a **Borg Sphere** exits. It quickly explodes, revealing the starship *Voyager* within. Barclay then basks in Captain Kathryn Janeway's first words after bringing her ship home — a reality he has helped to bring to fruition through his hard work on the Pathfinder Project.

PROMINENT POSITION

Future plans

Barclay becomes a lecturer at Starfleet Academy in the alternate future experienced by Admiral Kathryn Janeway in the first decade of the 25th century. He lectures students at the home of the Pathfinder Project, the Starfleet Communications Center. He also makes the speech at *Voyager*'s 10-year reunion party, celebrating the "longest away mission in Starfleet history" and the family it created.

Barclay visits the mentally ill Tuvok at irregular intervals and maintains his association with the EMH. He also grows closer to Janeway. This leads him to aid her in an incredible mission to change the past, by returning to *Voyager* in the Delta Quadrant in 2377. He is the only person she makes aware of her plan. He downloads all the information she needs into a PADD, and organizes a shuttle to rendezvous with her at the **Oakland Shipyard**. He adds a personal touch by making his old friend some fresh tea for the journey.

He later gives in to persistent questioning and admits to the Doctor what Janeway is up to, but by then the deed is done.

► Teacher

Reg announces to his students that Admiral Janeway is joining them as a guest lecturer.

► Party time

Reg chats convivially with Tom Paris at the 10-year *VOYAGER* reunion party.





Admiral Owen Paris

The father of *U.S.S. Voyager* NCC-74656 crewman Lt. Tom Paris has always had a somewhat strained relationship with his wayward son; but the loss of the starship in the Delta Quadrant makes him re-evaluate his feelings on the subject.

Admiral Owen Paris is one of **Starfleet**'s most senior officers, a decorated member of the elite in **Starfleet Command**. Prior to his acceptance of an admiral's rank, Owen Paris serves the **United Federation of Planets** as a line officer during the 2350's and 2360's, most notably as the captain of the ***U.S.S. Al-Batani NCC-42995***, an **Excelsior**-class starship. Among Paris's crew at this time is **Kathryn Janeway**, his science officer, later the captain of the ***U.S.S. Voyager* NCC-74656**.

The family way

His relationship with Janeway and many of his fellow officers is one of mutual respect, but within his family things are different – the admiral's only son, **Thomas Eugene Paris**, recalls with ill-feeling his father's strong-willed nature, and unwillingness to accept anything but a perfect performance from him. Admiral Paris is a firm believer in Starfleet's guiding principle, **General**

Order One, more commonly known as the **Prime Directive**, to the point of lecturing his family on the subject on an annual basis. Owen's strict nature and insistence on what was for Tom's "own good" saw his son enter and later graduate from **Starfleet Academy**, where Admiral Paris was an instructor. One point of contention that grew between father and son was the elder Paris's insistence on no nepotism, to the point that he gave the young Cadet Paris a B-grade on his survival course exam. This distinction between duty and family remains an important aspect of Admiral Paris's character, as he later notes that he "won't let personal feelings interfere with Starfleet procedure."

His own man

In the late 2360's, while serving aboard the ***U.S.S. Exeter NCC-26531***, Tom is involved in a fatal incident that claims the lives of three other officers, at first hiding and later admitting to culpability for the accident. The events drive a wedge between Admiral Paris and

PROFILE OF A FATHER

NAME: Owen Paris

LIFE FORM: Human male

BIRTHPLACE: Earth

RANK: Admiral

STATUS: In command of the Pathfinder Project.

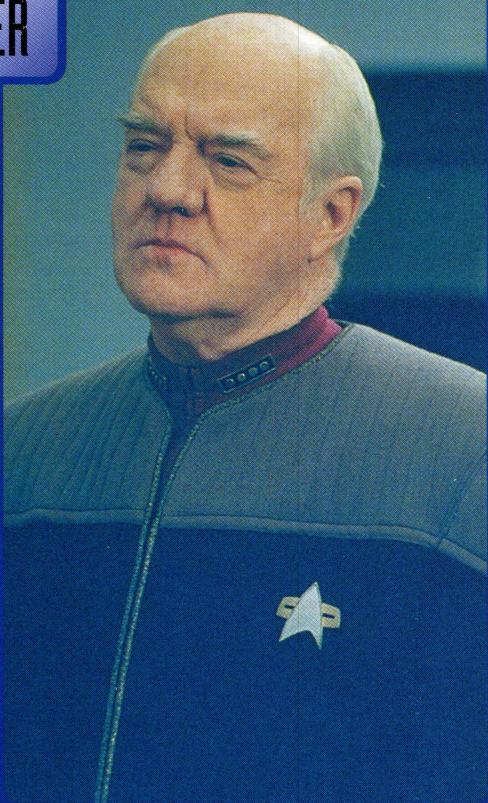
FAMILY: Thomas Eugene Paris (son), unnamed wife

SUBORDINATES: Nicole (secretary), Commander Peter Harkins

PREVIOUS POSTS: Captain of the ***U.S.S. Al-Batani NCC-42995***, later an instructor at Starfleet Academy.

FIRST SEEN: 'Persistence of Vision' [VOY]

► *Admiral Owen Paris has a very straightforward attitude toward life: family and career are dealt with as separate issues. He believes in the ideals of Starfleet, and uses them as words to live by.*



AUTHORITY FIGURE



★ Guided tour
The admiral is shown around the Pathfinder lab by Commander Harkins.

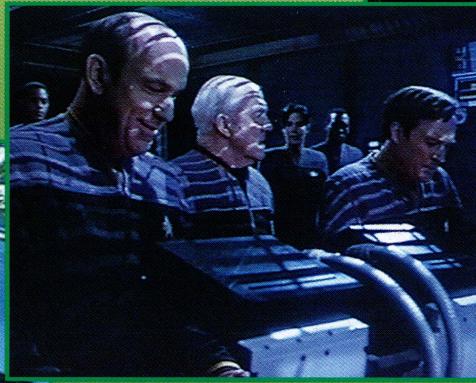
★ Appeal

Paris listens to Lt. Barclay's faltering explanation of the Pathfinder Project.



★ In the action

Admiral Paris works alongside Commander Harkins and Lt. Barclay.



★ Listen

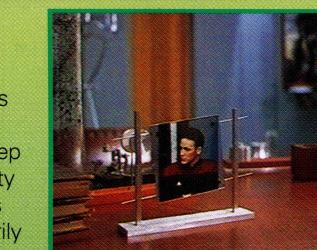
After witnessing the dedication with which Barclay works on the Pathfinder Project, Paris gives his wild ideas a few more days to be investigated.

OTHER CARDS IN THIS FILE...

36 LT. REGINALD BARCLAY
51 CAPTAIN KATHRYN JANeway
55 TOM PARIS

SEE OTHER FILES...

CHARTING THE GALAXYFile 3
A GUIDE TO FEDERATION
STARFLEETFile 19
U.S.S. VOYAGERFile 29
STAR TREK: VOYAGERFile 71



★ Loving father

Admiral Owen Paris keeps a photograph of his son in a prime position on his desktop.



Admiral Owen Paris



assigned to Janeway's command aboard *Voyager*, vanishes when the ship disappears in the **Badlands**. For over three years, Paris, like many relatives of *Voyager* crew members, fears that his son is dead until the chance encounter between *Voyager*'s **Emergency Medical Hologram** and the prototype starship **U.S.S. Prometheus NX-59650** in 2374 reveals the fate of the vessel, trapped in the distant **Delta Quadrant**. Paris, promoted in admiralty rank during *Voyager*'s absence, uses his influence as an Academy instructor and flag officer with Starfleet Command to encourage his superiors to find a way to assist the lost ship – perhaps hoping to help rebuild the bridges between Tom and himself; from these efforts the **Pathfinder Project** is born.

Rescue and repair

Over the next two years, Admiral Paris sets the Pathfinder staff in motion looking for a way to get the ship home, under the supervision of **Commander Peter Harkins**, an engineer stationed at Starfleet's **Communications Research Center** in San Francisco. As the nominal head of Pathfinder, Harkins and his staff report directly to Admiral Paris on a number of attempts to contact *Voyager*, including a failed **transwarp** probe design and a co-development of the **MIDAS Array** with a group of **Vulcan** scientists. From his office at Starfleet Academy, Paris continues to teach classes, but his feelings for his son stay with him, as a picture of Tom as a cadet on his desk shows: "I haven't forgotten my son for one day," he

notes. Admiral Paris is put in a difficult position after an incident at Project Pathfinder involving **Lt. Reginald Barclay**'s refusal to obey a direct order in 2376 – but Barclay's inspired use of the **MIDAS Array** opens a temporary two-way communication between Earth and *Voyager*, and Paris is rewarded with the knowledge that his son is still alive and well.

Reunion

Admiral Paris continues to maintain his position as Project Pathfinder's commanding officer over the following year and a half as contact between *Voyager* and Starfleet becomes more and more frequent, but it is not all smooth sailing. On **Stardate 54208.3**, Admiral Paris is frustrated and annoyed when two sequential attempts by Lt. Barclay to send a holographic version of himself to *Voyager* fail; but with the assistance of Barclay, Commander Harkins, and **Counselor Deanna Troi**, Admiral Paris uncovers a **Ferengi** plot to reprogram the Barclay hologram in order to lure *Voyager* into a deadly **geodesic fold**.

The admiral also plays an important role later that year on **Stardate 54748.6** when *Voyager*'s **EMH** institutes legal action over the publication of his **holonovel** without his permission. During this, Paris and his son have little time to speak to one another – a mere three minutes – but the healing process between them begins. When *Voyager* finally returns to the **Alpha Quadrant**, after braving the wrath of the **Borg Queen**, Admiral Paris leads the welcoming committee, bringing his son, and a Starfleet crew back home.

Project perfect

Admiral Paris and Lt. Reginald Barclay are delighted when the Pathfinder Project succeeds.

"I want you all to know that we're doing everything we can to bring you home."

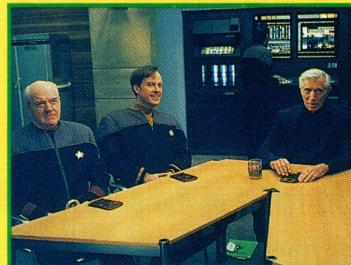
— Admiral Paris to the *Voyager* crew

**Gentle interrogation**

Admiral Paris questions Barclay's former girlfriend, Leosa, over her involvement with the Ferengi.

**Tense moments**

Paris is just as tense as the rest of the Pathfinder Project team when they wait to see if all their work will bring success.

**What is fair**

Paris sits in on an arbitration hearing concerning the Doctor's creative rights.

**Uncertainty**

Counselor Troi and Admiral Paris watch as Reg impersonates his errant hologram.

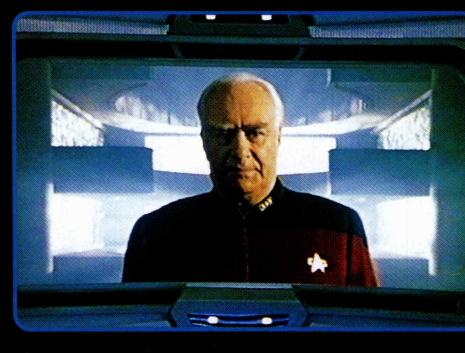
**Hello again**

Admiral Paris is delighted and overwhelmed when contact with the U.S.S. VOYAGER NCC-74656 is finally achieved.

VISIONS OF A DISTANT FATHER

An alienated relation

In 2372, an alien invader from a species known as the **Botha** attempts to take control of the **U.S.S. Voyager NCC-74656**. The Bothan locks the crew members into near-catatonic states by drawing on memories and images of their past by using psionic projections. Tom Paris is confronted while at the helm by a slightly flawed image of his father; he at first resists the Bothan's attack, but eventually succumbs to his ploy. The false Admiral Paris harangues Tom over his past mistakes, highlighting the younger Paris's ill feeling toward his real father, who in fact misses his son deeply and regrets the painful rift between them.

**Unfit**

A doppelganger of Admiral Paris appears to Tom aboard the U.S.S. VOYAGER NCC-74656. He is a Bothan hallucination, and instills the most negative and destructive feelings in the helmsman.



Legate Broca

Broca is a highly-ranked officer in the Cardassian military dictatorship who, in 2375, receives the 'honor' of replacing the traitor Damar as leader of the Cardassian Union. His dedication to his own advancement is matched only by his general ineffectiveness.

Broca does not display conspicuous intelligence or aptitude, but fate deals him an apparently lucky hand in late 2375. He finds himself promoted to legate and given responsibility for the entire **Cardassian Union** following the betrayal of the **Dominion** by **Legate Damar**. His background is unknown, but he seizes this opportunity with the misplaced arrogance of a sycophant who thinks he deserves it.

The oily Broca is presented to the female shapeshifter with much ceremony by the **Vorta Weyoun**, who is doubtless playing it up out of a sense of irony as much as occasion. The new legate immediately determines that the best way to succeed in his new role is to grease his way into the **Founder's** approval. He is doubtless aware of the apparent fate that has befallen Damar and his cohorts in their resistance

efforts, as well as the quick death suffered by those who displease the Dominion.

Career climber

Broca seems to have a clear idea of the hierarchy. He tells the **Breen** representative **Thot Pran** that he looks forward to working with him and the **Breen Confederacy**, but it is almost a throwaway. He does not look at Thot Pran when he speaks, keeping his attention focused on the Founder the whole time. The Breen appears to say something with which he disagrees, however, as Broca has cause to look at him sharply.

Broca's obsequiousness sits in tandem with his arrogance. He looks around the Dominion control center as if he owns it on his first entry, and his bearing suggests he feels he is suited to his high station. One of his first tasks is to make a formal address to the Cardassian people ensuring them that the Dominion has their best

PROFILE OF LEGATE BROCA

NAME: Broca**LIFE FORM:** Cardassian male**RANK:** Legate**RESIDES:** Alpha Quadrant

REMARKS: Broca is more concerned with furthering his own cause than that of those he is supposed to represent. He is a transparent sycophant.

FIRST SEEN: 'The Dogs of War' [DS9]

▲ Legate Broca has all the typical Cardassian qualities such as self-importance and ruthlessness, but he lacks any savvy intelligence.

interests at heart, and he does this without hesitation.

Faulty foundation

He is also present for strategic discussions regarding the continuing war with the **Alpha Quadrant** alliance, though whether it

★ Servitude

The new legate, Broca, bows his head to the Female Changeling to swear his allegiance.

could be said he is included is another matter. Broca listens respectfully, but he has unfortunately not yet learnt the first rule of dealing with the Dominion's representatives: keep your mouth shut. The female



shapeshifter insists that their forces must fall back in the face of the enemy's development of a countermeasure to the **Breen energy dampening weapon**. Broca agrees that the **Federation** is timid by nature, and its first impulse would be to leave the Dominion alone rather than attempt to press home an

★ Bearer of bad news

Broca must report back to the Female Changeling that the man he succeeded, Damar, is still very much alive.

"Yes, I'm sure that Broca will be very happy to hear what you have to say."

— The female shapeshifter listens to a suggestion from Weyoun while cheerfully throttling the Cardassian leader.

★ Choke-hold

Broca is nearly strangled to death by the enraged Changeling, but he still believes he has a firm grasp of the situation.



ALL HAIL THE NEW CHIEF



★ Ceremony

Weyoun introduces Broca as new Legate in the Dominion command center. The ceremony is largely for appearance. Broca has no real power.



PERSONNEL FILES

Legate Broca

FILE 50 CARD 17



Reporting

Broca tells the Female Changeling and Weyoun that the Cardassian people have joined the rebellion against the Dominion.



Peripheral

Broca realizes more and more that he is being pushed out of the main decision making process. His opinions are of no interest to the Dominion executives.

Reactionaries

Weyoun suggests that they start killing the actual Cardassian people in response to their involvement in the rebellion.

advantage, but he openly questions whether the **Klingons** and the **Romulans** would be so ready to back away.

It is a sound strategic doubt, but the fact that it is seen to question the Founder's wisdom is not appreciated by anyone else present. Broca is immediately contrite. He is later emboldened by the Founder's rhetoric that, even if the war is prolonged by retreat, the Dominion will emerge from their borders in a far better position to take the Alpha Quadrant once and for all.

Broca's brokering

Broca makes directly for the Founder when Dominion installations across **Cardassia Prime** are targeted in an orchestrated program of sabotage. He informs her that some of the terrorists have been captured, but they are not soldiers – they are ordinary citizens. This is perhaps a foolish point to make in person to the incensed Founder, and he pays by being virtually strangled by her in a fit of rage. He contends between gasps for breath that only a small number of malcontents are responsible, and he hurriedly agrees with Weyoun that the population at large should be severely punished in retaliation. His

true stripes as a coward who will say anything to save his skin, and who cares nothing for his fellow Cardassians become evident.

This malevolent display only appears to make Broca more servile, whereas the precariousness of his situation might have dawned on a sharper mind. He swiftly reports when troops capture Damar and his fellow rebels, **Garak** and **Colonel Kira Nerys**, overjoyed as he is to have curried some favor with the Founder at last.

The blandishment does not last long, however. Broca bears the brunt of the Cardassian military's decision to switch sides during the final conflict and fight alongside the Federation and its allies to free Cardassia. The female shapeshifter is made to order her forces to pull back and regroup at Cardassia Prime. She is, needless to say, mightily displeased. She ominously states that the Dominion should have rid itself of the Cardassians at the first sign of rebellion.

Broca finally realizes his terminal situation, and tries to talk his way out of it. He claims he could try communicating with the rebels and get them to change their minds – reawaken their patriotic spirit, as Weyoun puts it. The Founder is not convinced, however; she agrees

Traitors

Broca reports that the Cardassian fleet has abandoned him and the Dominion and joined the opposing Federation forces.



Mercy

Broca is ordered executed, and he cries for clemency when he is seized by Jem'Hadar soldiers. He faces his demise in disgrace, and is left to bleed to death in the gutter like a common crook.

with the Vorta that the traitors are just as likely to convince Broca to join them, an unlikely occurrence, given Broca's distinct lack of good decision making so far. The legate's protestations of loyalty fall on deaf ears – the Founder is not about to give him the opportunity to betray her.

The gutter for the gutless

Any leader truly committed to his or her people might have taken a weapon and changed sides instantly. They might have attempted to really make a difference by at least taking their enemies with him. But Broca is a coward. He can only cringe as **Jem'Hadar** troops grab him. He

is dragged from the room to be executed, still jabbering his loyalty and assuring the Founder that he believes in the Dominion. He is a sycophant to the end, and Weyoun has the final word when he simply says that he will not miss him.

Broca is dispatched from the building with two of his cronies, still begging and pleading. He receives a bayonet in the chest for his troubles, and he dies an agonizing death in the gutter. It is perhaps poetic justice for a man who placed himself before the people he was pledged to protect, and equally so that he does not live to see the final freedom of the Cardassia Union from the yoke of the Dominion.

TO PANDER, TO PLEASE

Rumormongering

Broca is determined to prove himself in the top job, though whether he does himself a service by being so patently eager to please is uncertain. He immediately reports to the Dominion leaders a disturbing rumor he has heard: that Damar may still be alive, and present in the capital on Cardassia Prime. He is told to look into the matter by the female shapeshifter, and he promises that if Damar is still alive, he will not be for long. His resolve to hunt down his former leader when so many of his military colleagues are wavering in their support for the Dominion is a further example both of his self-serving nature and his failure to really comprehend the situation.

Hunt

Legate Broca questions the Vorta Weyoun regarding the disturbing rumors of his predecessor's exaggerated demise. His sense of hearing lacks fine tuning – he cannot hear the rumbling discontent of his own people.





FILE 58 OTHER CHARACTERS AND LIFE FORMS

Onaya

In 2372, a noncorporeal life form named **Onaya** arrives on the Federation station *Deep Space Nine*. By assuming a striking female form, she hopes to locate an artist who she can stimulate in order to harvest their neural energy — a process she has undertaken many times before.

In her humanoid form, **Onaya** appears as a beautiful and exotic female alien, dressed in a sheer and flowing gown. Her features are somewhat feline, with alluring pale blue eyes, and gentle ridges that outline her brow and taper toward her temples. These ridges mean that her hairline is further back, revealing a slight cranial protrusion running down the length of her forehead to the bridge of her nose. She keeps her dark, thick hair swept back off her face, and while her skin appears pale, it soon warms with color as she reveals her true nature: Onaya has arrived on *Deep Space Nine* to feed.

Hunger

This entity lives off of the **neural energy** that is generated by the act of creativity in the humanoid mind, and over thousands of years it has traveled throughout the universe in search of suitable prey. When the entity finds a victim, it transforms itself into a suitable humanoid form, allowing it to approach its victim, for the

purpose of stimulating their creativity and therefore feeding off of its neural energy. Prior to the entity's arrival on *Deep Space Nine*, it had taken many forms and had influenced many artists, including the **Cardassian** architect **Tavor Kell**, whom Onaya claims she helped while he was in exile. She also lists the artist **Catullus**, and the poet **Phineas Tarbolde** among her pupils — and even reached Earth where she claims to have helped John Keats unleash his creative potential.

The entity must have sensed creative potential aboard *Deep Space Nine*, and slowly found her way to the station, taking female form so it would be easier to entice a young man — notably the aspiring writer **Jake Sisko**. As Jake works on gathering a few character sketches, he views the mysterious woman from the upper level of the **Promenade**. Their eyes meet briefly and then she disappears. The entity has set its trap.

Onaya later finds Jake busy writing in the **Replimat**. In a soft and airy

PROFILE ON ONAYA

NAME: Onaya

LIFE FORM: Unknown

REMARKS: Onaya has traveled the Galaxy for an eternity in search of creative minds from which she can harvest neural energy to sustain her own existence.

FIRST SEEN: 'The Muse' [DS9]

► *Onaya takes the form of a striking humanoid female in 2372. Her natural state is a non-corporeal form that allows her to travel through the void of space.*



breath she introduces herself, and instantly takes an interest in his work. In a seductive tone she flatters Jake by telling him that he possesses great talent, and that all he needs is some help to bring it to the surface. She tells him of the other great artists she has helped in the past, and of the special techniques and exercises she has used to bring their creativity out. Little does Jake realize that the creature is speaking

literally, and he soon finds himself invited to her quarters for some special instruction.

Inviting

Upon arriving at Onaya's quarters, Jake is overwhelmed by the beauty and warmth of the room. Drapes hang across the walls, and multitudes of candles give the room an inviting but erotic glow. Sheer silk hangs over the windows giving the stars a

muted appearance. Many soft cushions cover the floor and a long, low table occupies a well-lit area in the middle of the room.

Jake is hesitant at first, unsure why he has been invited to this woman's quarters. Onaya wastes no time in calming him down and makes it clear that her intentions are to make him work. Jake seats himself comfortably in front of the table where Onaya gives him an old-fashioned ink

VAMPIRIC PRESENCE



Finding a victim
Onaya instantly recognizes Jake's creative talents when they first meet in the Replimat.



New face

Onaya catches the attention of Jake Sisko from his vantage point.



Welcoming
Onaya's quarters aboard DEEP SPACE NINE are seductively decorated with glowing candles.



Uncertain

Jake clutches at his PADD, unsure if he has done the correct thing by accepting Onaya's invitation. She quickly soothes his concerns.

OTHER CARDS IN THIS FILE...

56 INSPECTOR KASHYK

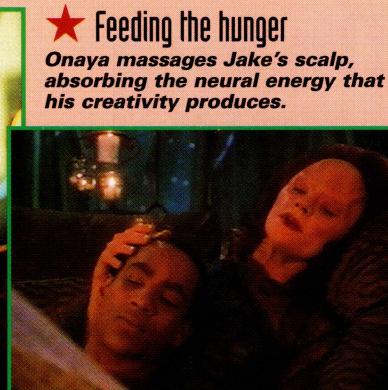
59 DERRAN TAL

67 TY KAJADA

SEE OTHER FILES...

STAR TREK: DEEP SPACE NINE File 70

Onaya



★ Promises

Onaya reassures Jake that she only means to help him fulfill his potential – just as she has with other artists.

"They all died in the end . . . but look what I gave them: Immortality. Their names will live forever because of me."

pen, one that had once belonged to the great writer **Revalus**. She instructs him to write the first line of his novel, and as he begins, she starts to massage his head. Onaya urges Jake to get into a rhythm and to feel the motion of the pen across the paper. As the first lines begin to flow, she takes the time to explain her process to Jake. She informs him that by rubbing the foramen magnum she can stimulate the focal points of his bodies' bioelectric field. She continues to massage the back of the neck, slowly moving to the temples, as she explains that these points can help with relaxation and creativity. Jake is happy with the results; the pen now flows effortlessly across the page.

The ideas start to come quicker and Jake sits comfortably, little realizing that Onaya has begun to drain his life force. As he writes she hovers behind, absorbing the wisps of energy that are being emitted by his creative spurt. The

★ Gift

Onaya provides Jake with an ancient fountain pen and a sheaf of real paper on which to write his novel, titled 'Anslem.'

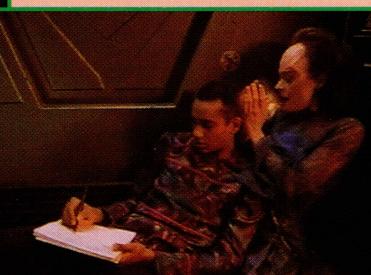
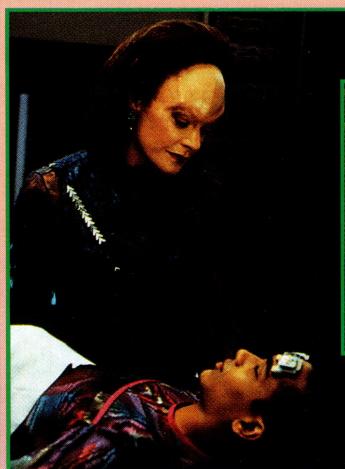
— Onaya to Captain Benjamin Sisko

entity has not fed for a long while and the expression on her face shines with the sheer ecstasy at her long waited consumption. Jake's nose begins to bleed but the warning is ignored; he is being consumed by his own passion but continues to write.

Stimulation

Three days pass as the entity continues to feed off Jake. Onaya cradles him as he begins to show signs of weakening, still absorbing the wisps of energy through the tips of her fingers. Onaya later insists that Jake go see his father, and promises to continue their work later. Jake leaves, but as soon as he reaches the **turbolift** an overwhelming sense of fatigue hits. Shortly after arriving at the Replimat, he collapses and is rushed to the infirmary.

Dr. Julian Bashir determines that something has been stimulating Jake's brainwaves, and discovers that the capillaries in his



★ Succumbing

Jake's weakening state is evident as he begins to tire. One effect is the nosebleed he suffers.

★ Drained

Onaya is unrepentant in her desire to drain Jake Sisko of neural energy. She retrieves him from the infirmary.

cerebral cortex have dilated considerably, and his neural activity is off the scale. Bashir notes that Jake was close to synaptic collapse but has no idea what could cause such damage. Jake wakes for a brief moment, long enough to mutter Onaya's name.

As the station is searched, Onaya returns to complete her feeding, materializing in the infirmary through the bulkhead. She knocks the attending nurse to the floor, and realizing that the others will search for her and Jake, takes him to a secluded area of the station where he can finish his writing undisturbed.

Hidden trail

Following Jake's abduction, **Captain Benjamin Sisko** finds traces of **psionic energy** in the infirmary, and it seems concentrated where the nurse had seen the entity. Bashir remarks that the tests on Jake had shown that his mental activity had been stimulated by some kind of psionic phenomenon. Sisko heightens the



★ Secreted away

Onaya takes Jake to a deserted area of **DEEP SPACE NINE**, where she continues to stimulate him.



★ Taking leave

After being discovered by Captain Sisko, Onaya reverts to her natural state and departs.

search for Jake as they realize that the psionic residue given off by the entity decays quickly.

Hidden within the recesses of the station, Onaya ensures that Jake continues his writing. He is so weak that she must hold the pen for her dying student as his nose bleeds again. Suddenly, Captain Sisko bursts into the small room and orders her away from his son. Onaya attempts to justify her actions to Sisko by explaining that by unlocking her victim's talent they gain immortality. The captain would prefer his son to live, and fires a **phaser** at Onaya. She dematerializes, however, and escapes into space, to continue her search for creative souls.

ONWARD AND UPWARD

Jake's progress

Jake is the youngest of all of the entity's victims, and following his encounter with the being he knows as Onaya, the young man puts his uncompleted novel, 'Anslem,' to one side. He might have the ability to finish his creative work, but he now focuses his writing skills on reporting on the war with the Dominion as an accomplished young journalist.

New role

Onaya's attempt to harvest Jake's neural energy does not adversely affect his chosen career. He later risks his life to report on the Dominion war.



Borg Screens and Interfaces

The Borg collective conveys much of its information during the regenerative cycle, but during waking periods requires another system. A network of screens and interfaces provides necessary data for these predatory drones.

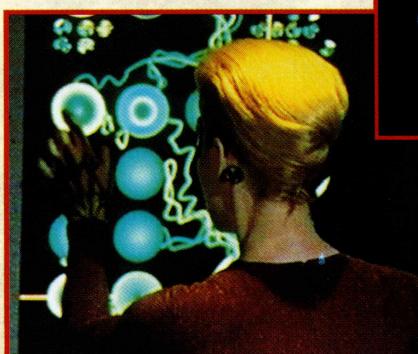
The Borg are one of the most formidable threats ever faced by the **United Federation of Planets** and **Starfleet**. Their ability to quickly adapt to new weaponry and tactics is facilitated in part by their expansive communication network instantly linking the **Borg Queen**, her vessels, and individual drones.

Sharing information

The transfer of relevant information within the collective is achieved by the extensive use of directly accessed interfaces located at key areas of a Borg ship, with the majority of information uploaded and downloaded during regeneration cycles within a drone's alcove. The unique biomechanical nature of the Borg allow them to both transmit and receive data at any time from other drones. The majority of the control over a Borg ship is done automatically, but the collective still has the need for a series of control



► The Borg Queen's lair has viewscreens on almost every surface of this private chamber – she is all-seeing.



► Seven of Nine, a favorite of the Queen, attempts to access the databanks through the touch screens. She hopes to garner information of the collective's intentions, and corrupt their plans.

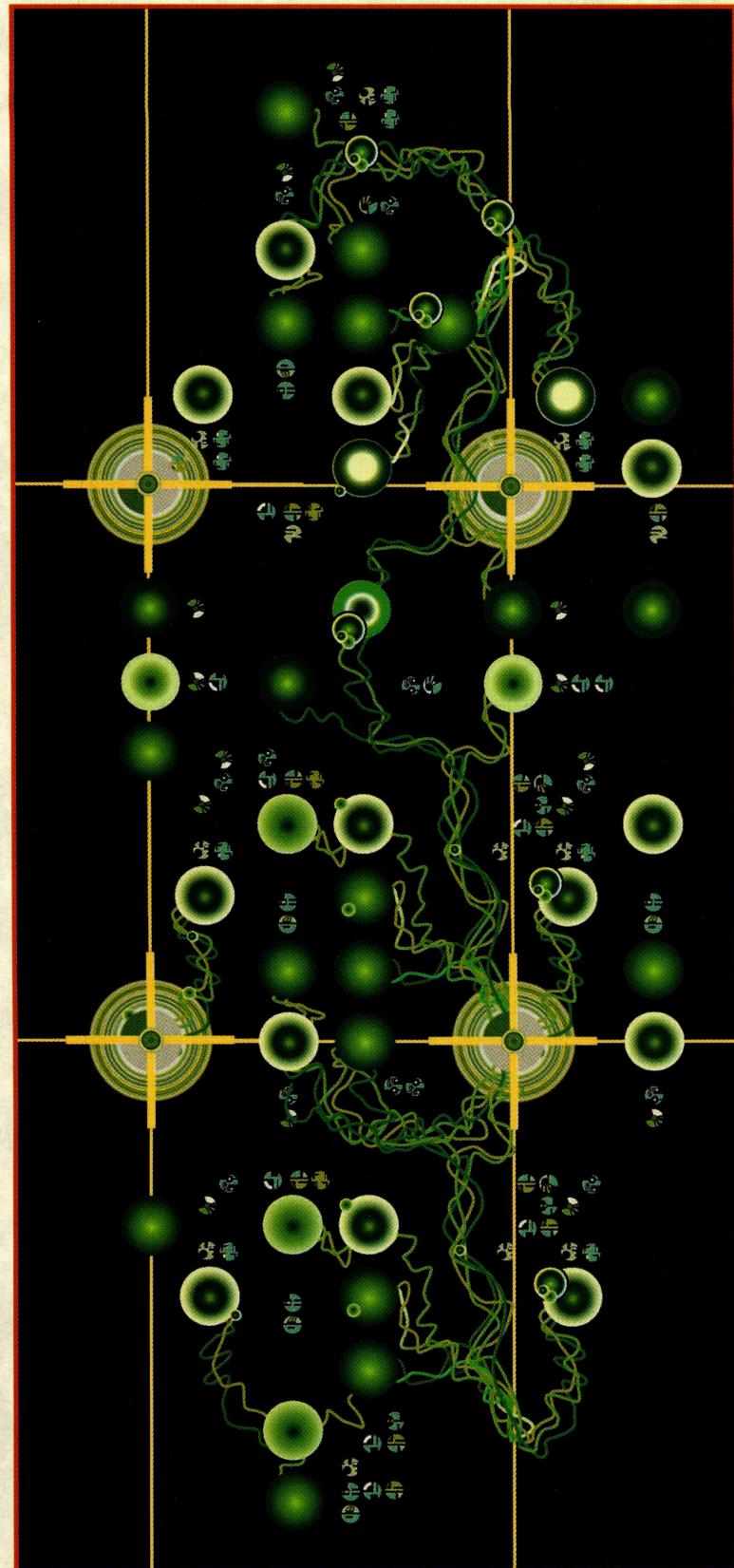
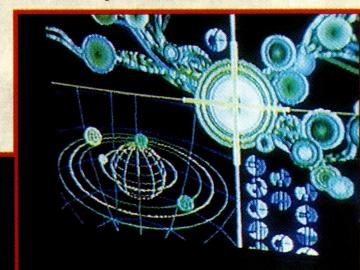
systems and data readout screens in order to efficiently act upon assimilated information.

Interfacing

Interfaces built into the **regeneration alcove** automatically connect with the drone once it has returned for its regeneration cycle, with the connection not only transferring data but also providing essential nourishment during sleep. Additional data nodes can be attached to an alcove, and used to channel data directly through the alcove interface into the drone, although **Seven of Nine**'s experiences of adapting her alcove to function as a cortical sub-processing unit leads to her undergoing a temporary, but powerful paranoid state in 2376. Under normal operating conditions the drone's primary **cortical node** acts as the link to the alcove's interface, channeling data, but if this vital component degenerates or becomes damaged, the drone may not be able to connect to the alcove's interface system, and will eventually die unless the node is replaced.

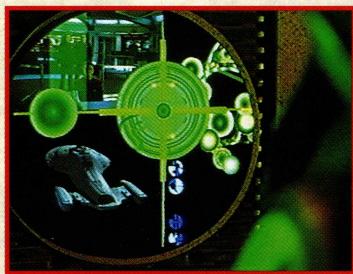
The design of regeneration

► **Borg diagnostic screens reveal the targeting pattern behind attacking prospective member planets.**



► Borg viewscreens and touch pads use a predominantly green color scheme. The character language is laid out vertically, and largely resembles diagrams of human nerve bundles. Blocks of text are sectioned by perpendicular lines and yellow-green bulls-eyes.

Borg Screens and Interfaces



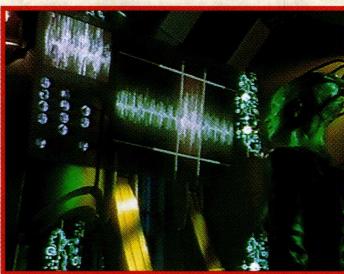
▲ A split viewscreen reveals various scans being performed on **VOYAGER**; the data is quickly circulated.

alcoves varies on Borg vessels, but the regeneration and data transfer function remains the same regardless of how the drone actually connects to the system. Some interfaces take the form of a circular collar into which the drone connects itself, while others such as the one employed by Seven of Nine simply requires close proximity to the booth.

Circular readout screens are positioned directly behind the head of the drone or angled above, although these screens appear to relay data on the drone's current status rather than act as direct input systems. The horizontal armrests featured on some alcoves include a series of interface systems. The Borg are also capable of assimilating large amounts of data from captured vessels and extracting information from other technologies through the use of their resident computer systems.

Tactical techniques

The Borg still have a requirement for audiovisual touch-sensitive control stations on their ships and other structures, despite being able to transfer data through the collective. The system used by **Locutus** during the battle between the **Borg cube** and Starfleet forces at Wolf 359 on **Stardate 44002.3** consists of a series of rectangular rotating flat screens that provide continual visual information during audiovisual communication, as well as exterior views of the *cube*.



▲ The **Borg Queen** monitors the collective's progress from the huge viewscreen in her inner lair.

Additional data is represented by a series of horizontal and vertical icons used as a written language by the Borg, a series of light and dark green curved sectional pictograms whose combinations provide different meanings. Locutus has the ability to quickly ascertain the tactical situation, and act directly to protect the **Borg cube** by sending data through his own primary cortical node in order to control the ship.

The situation faced by the Borg Queen and a number of drones aboard the **U.S.S. Enterprise NCC-1701-E** after traveling to the year 2063 requires them to adapt a number of existing systems within Main Engineering of the **Sovereign**-class vessel in order to attempt their prevention of **Zefram Cochrane**'s historic first warp flight. Previously assimilated information gathered by the collective allows them to fully understand and operate the Starfleet vessel's systems, but in order to maximize the efficiency of their work a number of control interfaces and workstations within Main Engineering are adapted by the Borg to represent data in their own format. The color scheme of the existing Starfleet computerized graphics are changed to the familiar Borg green, and English alphanumeric characters are represented by the same circular based script seen six years previously. Additionally, a series of randomly shaped green glowing nodes are



▲ Commander Chakotay encounters the solitary **Seven of Nine**. She continues to require a regenerative alcove aboard the **U.S.S. VOYAGER NCC-74656**; her familiarity with the collective's technology is an asset to the starship.

linked by horizontal strands, and act as scanning bars running up and down the Starfleet screens during operation of the vessel under Borg control.

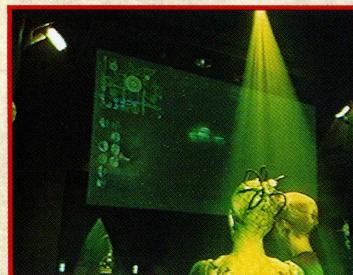
Vital systems

The control of certain vital systems can be directly manipulated by the use of carefully positioned Borg-styled workstations. Touch-sensitive controls are located on curved external panels usually incorporated into support beams or stanchions located at many junctions between the Borg access corridors; these vary in size and shape according to the complexity of the tasks being controlled. A typical Borg vessel control panel will be constructed from a smooth black material into which various touch-sensitive controls are placed, linked by a complex chain of green colored nodes that can be reconfigured as required.

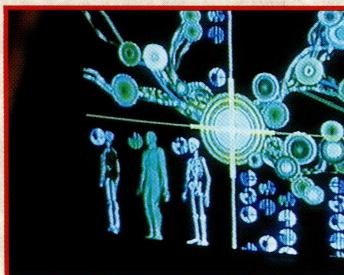
In addition to the wall-mounted cutaway controls, Borg vessels also feature head-height stand-

alone viewscreens that incorporate a sectional design, allowing a number of different views to be displayed of a targeted vessel or structure at the same time within their circular frame.

Data is constantly updated in close proximity to the images, with the scanning of potential targets defined by a series of animated circular displays that move along the connecting nodes between control buttons. The integrated control and observation station allows a drone to manipulate the relevant interfaces quickly and efficiently, reacting to potential threats as they occur. Despite having the ability to control the entire collective with a thought, the Borg Queen also relies on a semi-transparent flat screen that provides a series of complex Borg symbols along with real-time images from assimilations in progress. A number of workstations are also provided for key **Borg drones** working within **Unimatrix One** close to the Queen herself.



▲ The **Borg Queen** and **Seven** watch as a targeted ship is about to be destroyed on one of the main viewscreens.



▲ The species file for humans is displayed on screen. Any species, all identified by number, can be instantly shown.





'Endgame' Part 2

The crew of the *U.S.S. Voyager NCC-74656* are presented with their best opportunity of returning home, albeit via a heavily guarded *Borg Transwarp Hub*. The *Borg Queen*'s dismissal of the starship's endeavor does not take into account the plans of two *Kathryn Janeways*, however.

Continuing her plan to rescue the *U.S.S. Voyager NCC-74656*, **Admiral Kathryn Janeway** meets her younger counterpart, who is surprised to learn that her vessel becomes a museum. She does not however, share the admiral's trivial attitude to time, and requests no further revelations. The older Janeway confirms that wormholes recently located by *Voyager* are indeed a rapid method of returning home, and should be used. **Captain Janeway** mentions the dozens of **Borg** craft in the vicinity, and is assured that the admiral possesses the means to evade them. The **Doctor** confirms the admiral's identity, and her technology is adapted to service *Voyager*.

Dreaded contact

During her regeneration period, **Seven of Nine** is contacted by the **Borg Queen**, who is aware that *Voyager* is returning to her position. She threatens to assimilate the entire crew if *Voyager* enters the nebula. On the basis of the admiral's confidence, Captain Janeway chooses to ignore the threat.

Commander Chakotay and Seven discuss what they might do on *Voyager*'s return. Neither is sure, but Chakotay declares whatever he does it will be within **transporter** range of Seven. As *Voyager* approaches the nebula, Lieutenants **B'Elanna Torres** and **Tom Paris** also discuss the future. She is uncertain about the idea of delivering their baby at **Starfleet**, having believed all along that it would be born and raised on *Voyager*.

Voyager's new armor withstands attacks from several **Borg cubes**, and the Borg Queen watches as two of her vessels are effortlessly destroyed. *Voyager* continues to a **Transwarp Hub**, which Admiral Janeway claims to be the route home. She offers no further explanation, so Captain Janeway orders a retreat.

A *Transwarp Hub* permits the Borg to deploy vessels in almost every quadrant of the Galaxy virtually instantaneously, serving as an invaluable tactical option. Captain Janeway wants to destroy the *Hub*, prioritizing the greater good of the Galaxy over *Voyager*'s fate just as she had in destroying the **Caretaker's Array** seven years earlier. In order to change her mind, Admiral Janeway notes the fate of some

'ENDGAME', PART II

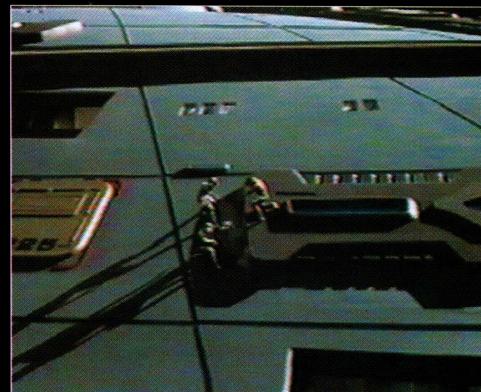
"The technology aboard the admiral's ship is impressive. Much of it appears to have been designed to defend against the Borg."

— Seven of Nine

ON SCREEN...



1 Captain Kathryn Janeway comes face to face with her older counterpart. Admiral Janeway is eager to help her former crew achieve their goal of returning home.



2 The advanced technologies found aboard Admiral Janeway's shuttlecraft are adapted to service the *U.S.S. VOYAGER NCC-74656* before it re-enters the nebula.



3 The Borg Queen contacts Seven of Nine. She warns that the crew of *VOYAGER* will be assimilated if they continue to persist with their course of action.



4 The heavily armored *VOYAGER* has no difficulty in destroying two **BORG CUBES** with its advanced weapons. The starship reaches a **BORG TRANSWARP HUB** with ease.



5 Admiral Janeway is not forthcoming with information regarding the **TRANSWARP HUB**, and her younger counterpart subsequently orders a retreat.



6 The crew examine their data regarding the **TRANSWARP HUB**. Captain Janeway is eager to find a way of both using it, and destroying it in the process.





'Endgame' Part 2

crew members should the journey continue. Seven will die, and she reveals the neurological condition **Lt. Commander Tuvok** has been concealing. It can be treated in the **Alpha Quadrant**, but his degeneration will become irreversible over the 16 years it will take *Voyager* to return under other circumstances.

Captain Janeway discusses Tuvok's condition with him, while the admiral reveals Seven's fate to her. Even this cannot persuade Seven to tell the captain that it is unlikely she can destroy the *Hub*, however. Against the odds, the crew devise a risky method of doing just that while within a conduit, but Captain Janeway will not proceed without their consent. The agreement is unanimous.

A daring plan to reach home

The show of support convinces the admiral she was wrong in her attempts to conceal some truths, and the two Janeways reach an accord. They determine there may be a way to destroy the *Hub* while using it to return home, and the admiral departs soon after.

Knowing the possible fate of their affair, Seven withdraws from Chakotay. He restores their warmth by pointing out that all relationships contain an element of risk, and that should not be the overriding concern. As *Voyager* prepares to re-enter the nebula, Torres feels the first pangs of childbirth.

Using a form of mental projection Admiral Janeway contacts the Borg Queen. She reveals that Captain Janeway will attempt to destroy the *Hub*, something she and the Queen know is beyond *Voyager*'s capability. They will cause considerable damage, however. The admiral is prepared to tell the Borg how to adapt in exchange for a *cube* guiding *Voyager* back to the Alpha Quadrant. The Queen wants more, including possession of the admiral's shuttle and its future technology. She agrees, although she will not surrender it until *Voyager* is safely home. She has apparently underestimated the Borg Queen, however, and is traced, captured, and brought before her in person.

The Queen begins the assimilation process, but as *Voyager* enters the *Hub* she begins to experience pain. During their brief contact the admiral has infected the Queen with a **neurolytic pathogen** that will spread throughout the collective, rendering them powerless. As the Borg Queen disintegrates, however, she realizes that she has also

assimilated the future technology and transmits the knowledge of how to adapt to a **Borg Sphere** chasing *Voyager*. If she can kill Captain Janeway the Borg will survive.

With *Voyager* on the point of disintegration and the nearest conduit leading back to the **Delta Quadrant**, Captain Janeway orders a

change of course. The conduit's exit has been noted in the Sol System, and 18 ships are on hand to destroy the emerging *Sphere*. Janeway has secreted her ship within, however, and it emerges safely into the Alpha Quadrant. As *Voyager*'s journey ends, B'Elanna gives birth to a healthy baby girl.

ON SCREEN...



7 The two Kathryn Janeways come to a resolution of sorts regarding the fate of *VOYAGER*. Shortly after, Admiral Janeway departs from the starship.



8 Admiral Janeway contacts the Borg Queen via her synaptic interface. She offers to hand over her technology in order to ensure that *VOYAGER* returns home.



9 The Borg Queen captures Admiral Janeway, and tries to assimilate her. The admiral, in turn, infects the Queen with a neurolytic pathogen.



10 *VOYAGER* heads into the one of the conduits created by the TRANSWARP HUB. It is swiftly followed by a BORG SPHERE, however.



11 The BORG SPHERE explodes as it exits the conduit in the Alpha Quadrant. The U.S.S. *VOYAGER* triumphantly flies out of the ensuing fireball.



12 Surrounded by an armada of Federation starships, the U.S.S. *VOYAGER* NCC-74656 and her crew return to Earth - their journey finally at an end.

STARSHIP FACTS

A The stealth device employed in the admiral's shuttlecraft is incompatible with *Voyager*'s level of technology. The improved shielding and weapons can be adapted for use, however.

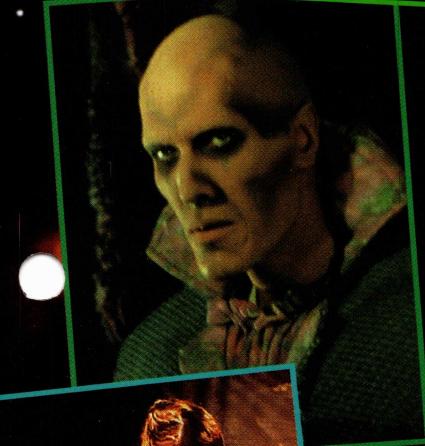
A According to Seven of Nine, only six Transwarp Hubs exist in the Galaxy.

A The Doctor is responsible for designing a synaptic transceiver that allows Admiral Janeway to pilot a ship equipped with a neural interface.

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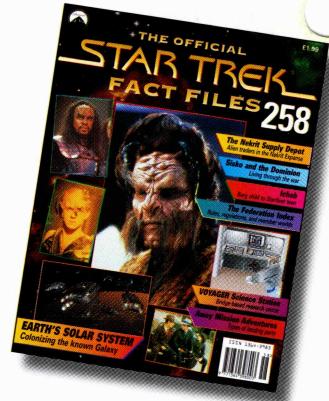
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THE UNITED FEDERATION
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The Guide to the STAR TREK Galaxy

FILE 7 CARD 19B



THE UNITED FEDERATION
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FASHION IN THE 21ST CENTURY

The 21st century begins with sweeping social changes. Humanity then survives a nuclear holocaust to emerge as a major intergalactic power — events that are all mirrored in the changing haute couture.

At the beginning of the 21st century, fashions are much changed from 100 years previously. Incredible leaps forward in global communication has led to a much more coherent mode of dress all across the planet; while people in remote rural areas of developing world countries may still wear distinct ethnic clothing, in general the social and business elite in all countries are dressing in the same styles from the same designers — often bought from chain stores of the same multi-national fashion giants. Denim jeans, casual T-shirts, and imitation sports kit is the leisure-time wear of everyone from Europe to the slum-dwellers of Mexico City. Business people dress in dark, western-cut suits

consisting of matching jackets and trousers or skirts, over cotton shirts. Ties are still an essential part of a man's formal wear. In general, any variation from this is regarded by the social and political elite as a lack of sophistication.

United fashions

Across the world, conformation is the fashion keyword. Colors are generally subdued, material used sparingly rather than extravagantly, and only modest amounts of flesh are left uncovered except in the hottest weather. After the middle decades of the previous century, in which fashion fluctuated more often and more widely than at any other time in history, clothing tastes appear to have settled down.

By the 2020's, however, new trends are emerging.

As the social and economic divide between the rich and the poor grows, so too do their fashions. Once domestic service went out of fashion in the 20th century, so too did the overtly formal and impractical outfits favored by the rich. In the later decades, when even the relatively wealthy were required to do much of their own housework, shopping, and child-rearing, the elaborate and often impractical costumes of the pre-1930's were simply no longer practical wear for modern society. As the rich once again pull away from the masses in the early part of the 21st, however, their clothing becomes more ostentatious — signalling that these are people who do not need to get their hands, nor any other part of their bodies, dirty. Smartly cut, formal three-piece suits

Smart

The wealthy inhabitants of Earth wear formal suits in somber tones. Raised collars and prominent ties hark back to the dignified appearance of citizens in Victorian times.



Warmth

The primary fashion concern of the inhabitants of San Francisco's Sanctuary Districts is whether their clothing is strong enough to resist the cold of night.



Wealth

The smart outfits of high society feature cuts that are almost unisex in design. Both genders wear jacket suits with only trousers or skirts differentiating between them.



MILITARY ATTIRE

To serve and protect

The military and other uniformed security services are constantly called on to enforce the law in the troubled first half of the 21st century, and their outfits are consequently more heavily armored than those seen in previous decades. Jack-booted security forces dressed in utilitarian beige coveralls with rifles at the ready stand at the gates of North American Sanctuary Districts — social exclusion zones for the poor. The National Guard, who are called upon during the Bell Riots of 2024, are dressed head to toe in bullet-proof outfits and wear blast-shielded helmets. This is only one step away from the cumbersome, all-encompassing nuclear radiation suits worn by the soldiers who fight World War III.



Armed police officers storm Sanctuary District A in 2024. They wear heavily armored uniforms, with protective face masks guarding against injury.



Security forces outside of the Sanctuary Districts wear practical, non-descript jumpsuits — an indication that the city at large is mostly safe from danger.



Soldiers who fight in the Third World War wear heavily armored costumes that feature a powerful stimulant — as demonstrated by Q in 2364.

An away team from the U.S.S. ENTERPRISE NCC-1701-E replicate mid-21st-century clothing so that they may walk freely among the citizens of this time without arousing undue suspicion following a Borg attack in 2063.



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FASHION IN THE 21ST CENTURY



Many people of the 21st century wear layered items of dark, shabby clothing.

more reminiscent of the Victorian era than the century in between predominate among those lucky enough to have a well-paid job and keen to flaunt the fact.

Among the poor it is a different story – with disposable income often non-existent, practicality comes first. Heavy materials in neutral colors are used, producing clothing that will last as long as possible and stand the demands of practical labor or a life lived on the



streets. There is, understandably, little time spent on changing the cuts or designs of clothing that has done its job for decades.

Comfort and practicality

By the middle of the century, following the **Bell Riots** that go some way to bridging the social divide, fashions seem less ostentatious. A photograph of the **Janeway** family at leisure, taken in 2050, shows the women dressed in loose-fitting pastel

In the aftermath of the Third World War, humanity takes to wearing practical items of clothing that are both resilient and resistant to climate changes.



clothing and the men in casual jackets and slacks that would not have looked out of place in the 1990's.

The next major fashion changes are brought about by necessity rather than choice. The nuclear war that devastates Earth in the 2050's puts such frivolities as fashion far beyond the immediate concerns of the survivors. In the poorly-equipped, often agrarian settlements from which the human race begins to reforge its future, heavy coats that keep out the cold



Zefram Cochrane wears an orange jumpsuit – an indication of brightening human spirit.

and clothes that will withstand wear and tear are more likely to be salvaged from before the holocaust than manufactured after it. Ironically, this need for practicality means that it is the rough and ready fashions of the **Sanctuary Districts** that survive rather than the frivolous haute couture of the upper classes. In the harder-hit areas, social order reverts back to a system more reminiscent of the European Middle Ages, and fashion follows suit. Men and women dress in long, rough-hewn smocks associated with early peasant classes, often augmented by items of military attire they have somehow acquired. Perhaps unsurprisingly, it seems that when the nuclear bombs hit, the military were better dressed to survive the following nuclear winter than the general public. In this early post-nuclear society, authority figures dress with a flamboyance and impracticality also not seen since the Dark Ages, in bright robes adorned

GALAXY FACTS

Well into the 21st century, sportsmen such as baseball player Buck Bokai are still wearing traditional outfits that have changed little during the previous century.

Animal hide is often used for clothing in the post-nuclear settlements of the mid-21st century, especially for overcoats.

with gold chains that are designed to signal their status.

First Contact

The arrival of the **Vulcans** in 2063 would appear to have little effect on human fashions. The long robes worn by the crew of the **T'plana-Hath** perhaps hark back to a too ancient time for humans to embrace them. Humanity is still a very forward-looking race despite the setbacks suffered, and as the forced regression into a more simple style of living is replaced with the Utopian future of the newly emergent United Earth and the **United Federation of Planets** that will grow from it, an entirely new look is adopted – one that owes no more to the alien visitors than the violent and divided society 21st-century Earth has left behind. As humanity heads into the 22nd century, it chooses to dress in brighter, more optimistic colors epitomized by the bright orange jumpsuit in which **Zefram Cochrane** leaves Alpha Centauri in 2117. A symbol, perhaps, that the survivors of the darkest days in Earth's history are prepared to focus on a brighter tomorrow rather than dwell on their past mistakes.

FASHIONS AND FUNCTIONALITY

Traditional dress

Throughout the 21st century, the 'global village' that Earth has become makes it increasingly more difficult for ethnic groups to hold on to their own identities and fashions, but some try nonetheless. In many cases, this can only be achieved by insisting on a program of self-imposed exile or isolation, and an active rejection of modern trends. Groups who either take this route during the 21st century or who continue to live an isolationist existence embarked upon earlier include the Rubber Tree People from whom Commander Chakotay is descended; another Native American tribe who eventually leave Earth in the early 22nd century to settle on Dorvan V; and an Irish group who also eventually leave Earth. The latter group retain their cultural identity for the next three centuries after settling on Bringloid V in the Ficus Sector. For groups such as these, who retain fashions and social conventions from much earlier times, the 21st century may as well never have happened.



The Native American settlers of Dorvan V wear similar clothing to previous generations of their tribe. This includes simple garments, with elaborate pieces of jewelry.

The settlers of Bringloid V retain the clothing of their ancestors, thus appearing at odds in the sophisticated 24th century.



In the year 2000, fashions take a very casual appearance, with the emphasis on warmth.



Shannon O'Donnell's family wear smart, casual clothes in a portrait taken around 2050.



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 15A



THE
KLINGON
EMPIRE

THE KLINGON AFTERLIFE

Death is an event that Klingons are taught to look toward all of their lives. Death with honor leads the warrior to Sto-Vo-Kor, where every glorious battle can be relived; dishonor, however, leads the disgraced to Gre'thor.

The afterlife beliefs of Klingon culture are firmly rooted in ancient mythology and the glory of battle. It is every true warrior's deepest desire to die in the heat of battle – this is the most honorable death, and the final crowning achievement of a warrior's life. If a Klingon dies with honor, life after death will be spent in the heavenly Sto-Vo-Kor; if death comes with the taint of dishonor, an eternity of misery will be spent in the hellish Gre'thor.

Entry into Sto-Vo-Kor is preceded by the Klingon

death ritual. A dying warrior is laid on his or her back with eyes open so that they can be stared into as he or she is expiring; throughout this process those Klingons present lift their heads back and howl exultantly. They shriek with all their might to forewarn the dead that another warrior is about to arrive in Sto-Vo-Kor. It should be noted that death in the heat of battle is not the only way to this Klingon heaven – a virtuous death can provide access – but is the preferred mode of entry.

Kahless the Unforgettable welcomes

new arrivals to Sto-Vo-Kor to join him in an eternity of glorious battle against old foes. Here those of true Klingon spirit live forever with honor.

The gates of hell

Those less worthy are condemned to an eternity in Gre'thor, the Klingon concept of hell. Some may be forewarned of their imminent banishment, but arrival is not always inevitable. Near-death experiences can convince honor-deficient Klingons to mend their ways, and reroute their destiny to heaven. Others on their way to Gre'thor can have their dishonor adopted by a volunteer who takes their place instead. This act is usually performed by a family member, and the individual originally intended for passage to hell has no say in the matter. It is written in the eleventh tome of the *Klavek* that Kahless himself journeyed to this dark underworld to rescue his brother.

A Klingon, or practitioner of Klingon culture, who is dying and condemned to Gre'thor, if not already aware of their fate, will

▶ Kahless the Unforgettable welcomes every warrior with a true Klingon spirit into Sto-Vo-Kor. He is the ultimate fighting partner.



▶ The death ritual involves fierce howling to herald the dead's imminent arrival to Sto-Vo-Kor.

be quickly elucidated no matter how hard they try to deny it. In the throes of death, the soon-to-be departed has his or her illusions literally slaughtered. The 'naj' is the dream before dying; it is an illusion of life created when the dying cannot accept death. *Hij'Qa* arrives with his *bat'lath* and slaughters

the dream; he departs with the words 'Legh SoH va Gre'thor!', translated as 'See you in Hell!'

A sea of blood

The dishonored awaken on the deck of the **Barge of the Dead** after a hellish beam-in that leaves them collapsed on the planks. The dead can ask no

▶ The licking flames of hell are contained behind an endless stone wall. Access is granted through a single set of giant gates.



▶ Kortar is forever doomed to ferry the damned to Gre'thor. He turns away those who arrive before their time.

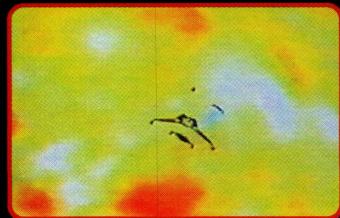
DENIED ENTRY

Jadzia's Dax journey to Sto-Vo-Kor

In 2374 Jadzia Dax, a joined Trill, wife of the Klingon Lt. Worf, is killed during the Dominion war, not in battle but at the will of a Pah'wraith. Worf is horrified to learn that his beloved has not reached Sto-Vo-Kor because she did not die in glorious battle.

In order to remedy this injustice and dishonor, Worf leads her friends into a treacherous mission to destroy the *Monac Shipyards*. This is the only way, action by proxy, that Jadzia, trapped in limbo by her less than fiercely fought and bloody death, can gain entry into the glorious afterlife where her lovelorn widower hopes to unite with her someday.

▶ The fierce attack on the DOMINION SHIPYARDS by Worf and Dax's friends will insure her entry to Sto-Vo-Kor.



 The **naj** is the last illusion of normalcy the condemned experience.



The Guide to the STAR TREK Galaxy

FILE 11 CARD 15A

THE KLINGON AFTERLIFE



 **The Barge of the Dead is as dismal below deck as above. It is poorly lit, and the living conditions are dank.**

questions, but any are soon answered. The newly arrived are branded on the cheek with an inverted Klingon insignia, and languish the remainder of the crossing.

Pitiless passage

The ship is reminiscent of the seafaring vessels from the middle of Earth's second millennium. Wooden masts are decorated with Klingon script, the bow is adorned with a hideous serpentine figure, and the decks are lit with flaming braziers. Below the deck, desperate figures lie hopelessly on the straw-strewn floor, poorly lit by the lanterns hanging above. The vessel is captained by **Kortar**, the first Klingon. He killed the gods who created him, and as punishment is forced to act as ferryman to all souls bound to Gre'thor.

Kortar navigates the barge across the **Sea of Blood**. As the name suggests, the water runs and extends endlessly – it is barely discernable from the blood red sky, but for the intermittent flashes of lightning. Hideous demons known as the **Kos'Karii**, slither through the roiling waves, and call to those on board. They imitate the voices of lost loved ones in attempts to lure the dishonored into the water, where they can drag them into the murky depths. It is a fate worse than death.

Branded and burnt

The Barge of the Dead arrives at Gre'thor, and Kortar and his undead warriors insure that the cargo disembarks by walking the plank. The dishonored walk along a pathway of burning hot coals to a pair of gates set in an enormous unending stone wall, which is flanked by massive burning torches. The only thing seen beyond the ominous

entrance is an eternity of red-hot flames.

Sometimes the dishonored will encounter the mythic figure **Fek'lhr**, a fierce creature with primitive Klingon features, and a fearsome temperament who guards Gre'thor; sometimes they will be led through the **Cavern of Despair**; sometimes not.

Unique undoing

The passage to Gre'thor is similar for all Klingons, but their hell is not. Klingon damnation is tailored to the

individual, and it is a manifestation of the dishonored's most dreaded nightmares and scenarios. It can vary from eternal ridicule from crew members, to a continual

reenactment of a dishonorable loss in battle. Whatever the situation, its duration is infinitely long, and its purpose is to torture the dishonored for their eternity in hell.



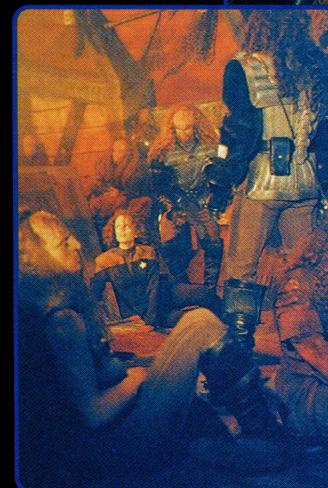
 **New arrivals to Sto-Vo-Kor are forced off the deck of the Barge of the Dead, ready to meet their ever-lasting fates behind the gates of hell. This perdition will break any Klingon's spirit.**

LEGACY OF DISHONOR

B'Elanna on the Barge

Lt. B'Elanna Torres of the U.S.S. Voyager NCC-74656 has a near-death experience after traveling through a treacherous ion storm. She discovers herself on the Barge of the Dead, but is notified that though this is not her first visit, this is not her time. To her shock she encounters her mother, a devoted Klingon, whom she has not seen in over a decade. B'Elanna learns that Miral is condemned to Gre'thor because of the sins of her daughter, a disbelieving and dishonorable Klingon.

The measures B'Elanna takes to ensure her mother's entry to Sto-Vo-Kor instead of this hell are extreme. She is surprised to discover that her particular hell is back on *Voyager*, here all her friends mock and ridicule her; they emphasize the worst qualities of her character. She is desperately confused, but chooses to fight to live – the true purpose behind this visionary experience. She must choose life and embrace it if she is ever to make it from Gre'thor to Sto-Vo-Kor as an honorable warrior.



GALAXY FACTS

 In cases where the death ritual is not performed, there is often a funeral dirge sung in memory of the deceased. In both instances the howling music is indicative of victorious celebration, not baleful mourning.

 Ritual suicide and murder are forms of entry to heaven.

 **B'Elanna and her mother, Miral, continue the same old arguments: too much and too little Klingon belief and culture in their lives.**

 **Lt. B'Elanna Torres finds herself on the Barge of the Dead, much to her surprise. She had believed Sto-Vo-Kor was merely a Klingon myth.**



STARFLEET ACADEMY

PROCEDURES

STARFLEET MARRIAGES

Marriage remains a much cherished institution in the 24th century. Starfleet's regulations permit a ranking officer to conduct a civil ceremony that can range from the very simple, to one with many cultural distinctions.

Involved relationships between people serving or living aboard **United Federation of Planets** starships or **starbases** sometimes lead to the most prevalent type of commitment throughout the Galaxy, whatever form it takes: marriage. The captain or ranking officer is therefore invested by **Starfleet** and the Federation with the power to join two people together in a civil ceremony.

The captain's permission is always sought before the wedding goes ahead, as he or she has ultimate jurisdiction over organized onboard activity. A dedicated venue is not often available, so a suitable location such as a ward room, Mess Hall, or the **Ten-Forward** facility aboard **Galaxy**-class vessels is most often chosen to host the proceedings.

The venue is decorated appropriately for the big day. Benches are brought in or set up for the assembled guests – though some ultimately prefer to remain standing – and red carpet is sometimes laid down to form a makeshift aisle. Other decorative effects, such as mood lighting, arrangements of flowers at specific points, or a small table covered with candles, helps to give the room atmosphere.

Ceremonial dress

Dress changes from ceremony to ceremony. During the 2260's, dress uniform is apparently not required of guests, who wear their standard Starfleet outfits. Even the bride and groom conform to this, though the bride may decide to fashion her hair in a non-regulation manner, such as wearing flowers in it.

Dress uniforms are standard among the bridal party and guests by the mid-24th century, along with formal civilian apparel for those not in the service who may work and live aboard a large ship such as a *Galaxy*-class vessel.

The wedding ceremony can be relayed around the ship via the comm system, and specially-fitted visual links. Such occasions are

generally much anticipated and heralded among the ship's community, and gifts can be selected by the invited guests from the ship's stores or **replicator** stations.

Starfleet services are generally kept simple, and bear many similarities with the traditional Earth civil service that forms the template. There is no religious significance to the ceremony. The celebrant is usually the captain or, on occasions such as the marriage of **Captain Benjamin Sisko** and **Kasidy Yates** in late 2375, the ranking officer – in that case **Admiral William Ross**.

Vows and commitments

He or she presides over the bride and groom and the guests, sometimes from behind a lectern with the assistance of a yeoman or other officer. The celebrant may choose to begin the service, following an optional maritime-style whistle, with words akin to the following:

"Since the days of the first wooden sailing ships, all captains have enjoyed the happy privilege of joining together two people in the bonds of matrimony. And so we are gathered here today with you [the names of the bride and groom are said] in the sight of your fellows and in accordance with our laws and our many beliefs..."

This service is very short, only about a minute in total. The exact wording changes from century to century and between individual captains, but the essence remains the same. Some celebrants choose a more informal approach, often matching their own demeanor, where they talk in a relaxed manner about the pleasant duty that is required of them.

Other ceremonies might follow traditional Earth rites almost word-for-word, complete with the celebrant asking each participant if they will love and cherish the other above all until death separates them. Couples



Captain Benjamin Sisko places the ring on the finger of his new wife, Kasidy Yates, as Admiral Ross looks on.



The guests at Captain Sisko's wedding wear clothing appropriate to their station and culture. All are well-wishers.



Chief Miles O'Brien wears his dress uniform while Keiko Ishikawa wears traditional Japanese wedding attire.



Counselor Deanna Troi meets her betrothed Wyatt Miller, in 2364. He presents her with a chameleon rose.



The ranking officer – Captain Jean-Luc Picard – meets both families of the bride and groom before the marriage takes place.



The wedding hall is adorned with decorative screens, and is cleared to allow celebratory dancing.



FILE 19 A Guide to FEDERATION STARFLEET



Starfleet officers in the wedding party wear their dress uniform. Civilians are also formally attired.

sometimes choose to deliver their own personal vows, and exchange rings with the words, "With this ring, I thee wed."

Wedded bliss

The bride is usually given away by a friend who is also a senior officer, as the father is unlikely to be present, and the groom has a best man by his side. The traditional wedding march is played either over the comm, or live courtesy of participants at the wedding; this is also sometimes substituted for another piece of music.

Most Starfleet ceremonies conclude with time-honored words: "With the power vested in me by **Starfleet Command** and the United Federation of Planets, I now pronounce you husband and wife." The traditional kiss between the newlyweds follows, along with hearty congratulations from those gathered.

Rice is sometimes showered over the couple, in a Western tradition dating back many centuries, and the bride may choose to follow another long-standing practice and throw the bouquet. A reception and bridal waltz generally follow, with a wedding cake and all the familiar celebratory trappings.

A champagne toast seals the deal between officers Paris and Torres. They have finally consummated their romance.



Some weddings are aborted at the altar due to irreconcilable cultural differences, such as Lwaxana Troi's wedding nudity.

These services can be influenced by many other cultural customs and traditions, notably if one of the participants is not a commissioned Starfleet officer. A bride or groom from Earth's Asian region, for instance, might dress the venue with traditional silk screens and wear an outfit that reflects pride in his or her cultural heritage. Specific customs, such as the bride and groom drinking from the same cup at the start of the service, can also be incorporated. **Chief Miles O'Brien** and **Keiko Ishikawa** incorporate these touches when they are married by **Captain Jean-Luc Picard** aboard the **U.S.S. Enterprise NCC-1701-D** in 2367.

Vows unspoken

Likewise, the mooted 2364 marriage of **Wyatt Miller** and **Counselor Deanna Troi** aboard the *Enterprise* is planned to be a cross between an old Earth service and the distinctive **Betazoid** tradition that sees the entire wedding party naked. Picard will conduct the ceremony, but the groom, his father, and the mother of the bride are intended to be naked.

This hybrid ceremony does not go ahead, however, when Wyatt decides to pursue his life's ambition of helping to cure the sick; he stays with the virally infected **Tarellians**.

Lwaxana Troi herself is due to be married on the *Enterprise* five years later, but decides that her husband-to-be, **Minister Campio** of **Kostolain**, is not a good match.



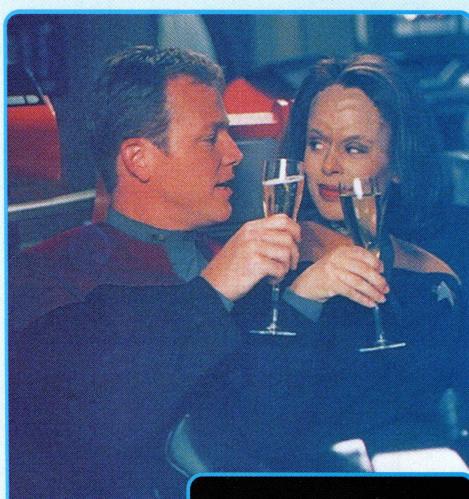
In the 2260's, the bride and groom wear their Starfleet uniforms to the altar with the minimum of adornments, such as flowers.



The ship's captain conducts the wedding ceremony, often with another officer acting as witness.

Ceremonies held aboard starships are subject to interruption if a red alert or possible combat situation should require the captain's attention, or the return to duty of personnel. Those getting married may even be called back to their stations themselves. Such is the case with **Ensign Angela Martine** and **Lt. Robert Tomlinson**, who are due to be married aboard the **U.S.S. Enterprise NCC-1701** in early 2266. Their ceremony is interrupted by a distress call from Earth **Outpost IV**, and Tomlinson is sadly killed when the starship joins battle with the **Romulan** aggressors.

Generally, however, weddings are happy entries on a starship or station's calendar that present two people with an opportunity to commit to a lifetime together.



The newly-wed Tom and B'Elanna trail traditional noisemakers behind their DELTA FLYER as they head off on their honeymoon.

HAPPILY EVER AFTER

First time around

The mimetic duplicates of Lt. Tom Paris and Lt. B'Elanna Torres – created in 2374 and identical to the originals in every way – exchange their wedding vows aboard their **U.S.S. Voyager NCC-74656** in 2375. Commander Chakotay gives away Torres, who specifically asks Captain Kathryn Janeway to overlook the traditional Klingon embellishments such as **painstiks** in favor of a more traditional Earth-style ceremony.

The real Torres and Paris follow suit and get married in early 2377, in rather less traditional circumstances.



Lt. B'Elanna Torres chooses Commander Chakotay to give her away. These mimetic replicas share the same respect as their originals.

Captain Kathryn Janeway applies traditional Klingon and Earth rituals to the mimetic Torres-Paris wedding.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

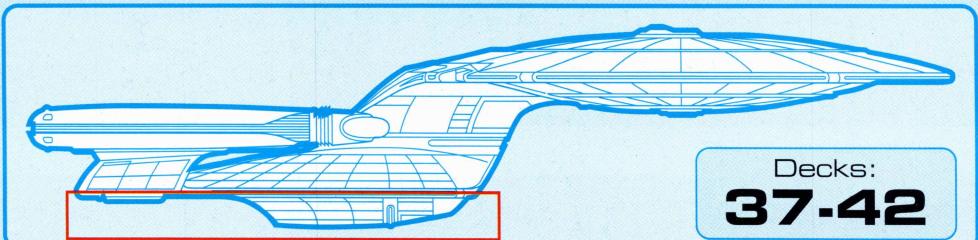
SYSTEM:

DECK-BY-DECK

LOCATION:

DECKS 37-42

The lowest levels of the *U.S.S. Enterprise NCC-1701-D* are given over primarily to cargo storage and engineering support facilities.



DECK 37

The nature of the *U.S.S. Enterprise NCC-1701-D*'s missions often requires extended operation away from Starfleet's support services, so the provision for extensive cargo containment and handling is particularly important to sustain the crew and the vessel during active duty. Deck 37 is the first of the increasingly smaller lower decks within the engineering hull that is concerned with cargo operations, with the entire rear section of this

level designed to process cargo within six variously sized bays. Located on the port side of the deck is sensor maintenance, with many of the ship's systems once again accessible thanks to a pair of vertical **Jefferies tubes** running down the length of the **warp core** stack which continues downward through this level.

Void areas are built into both inner port edges of this deck, in close proximity to the

high energy biophysics laboratories which are located on the starboard side of Deck 37. **EPS** node monitoring is carried out at the starboard bow, with computer power monitoring undertaken virtually opposite on the port side, directly beneath the underside of the computer core that terminates on Deck 36 directly above. Situated on the outer port and starboard sides of the hull is the ventral **phaser array**.

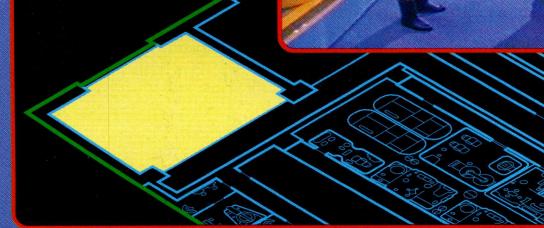
DECK 38

Deck 38 continues the provision of cargo operations aboard the **Galaxy**-class ship, with the rear of the level providing significantly enhanced height clearance for the aft cargo bay located on the deck directly below. This allows particularly large pieces of cargo to be housed within the area, and its location directly below the cargo processing bays on Deck 37 maximizes the efficiency of cargo handling and movement. Contingency crew accommodations are provided within the inner port and starboard sides of this level, with an aid station situated on the outer port and starboard sides of the deck for use in medical emergencies. Deck 38 is well served by the main **turbolift network**, although it would be true to say that the concentration of personnel within this deck is low due to the fact that much of this level is given over to empty areas

provided by Starfleet designers to accommodate future hardware or laboratory expansion aboard the *U.S.S. Enterprise NCC-1701-D*.

Continuing from the deck above on the outer port and starboard sides of the hull is the ventral **phaser array**, designed to operate in conjunction with the other emitters during normal flight mode, or to provide primary fire capability during separation.

The U.S.S. ENTERPRISE NCC-1701-D is equipped to handle massive amounts of cargo in dedicated areas.



Deck 38 contains numerous areas in which the Starfleet crew are able to store cargo in secure surroundings.

DECK 39

Classified as **Engine Core Operations**, Deck 39 is designed in conjunction with Deck 38 directly above, and Deck 40 below to offer the primary cargo handling and distribution facility for the **Galaxy**-class *U.S.S. Enterprise NCC 1701-D*. One extremely large cargo bay entry door is located across the aft section of the deck, opening out at the lowest part of the exterior hull's rear cutaway section that sweeps upward to the warp nacelle support struts. Two smaller entry doors are located to the left and right of the main door, opening onto smaller cargo handling bays with the entire forward section of this level dedicated to large areas of

cargo storage. Four low-resolution **transporters** specifically designed for cargo movement are located on Decks 38 and 39; these operate at molecular resolution – which is unsuitable for the transport of life forms – although they can be set for quantum resolution to accommodate life forms in an emergency. A number of contingency crew accommodations are situated between the aft and stern cargo areas on the port and starboard sides of the deck, with a series of connecting corridors allowing free movement across this relatively small level. Access to the rest of the ship is gained via the **turbolift network**.



Deck 39 is given over to the provision of cargo storage, with large cargo bay doors located between the warp nacelles.





DECK 40

The remote position of Deck 40 away from the majority of populated areas aboard the **U.S.S. Enterprise NCC-1701-D** makes it the ideal location for antimatter storage, and this function is the primary designation for the area. Large numbers of separate antimatter storage pods are arranged in twin rows to the port and starboard sides of the **deuterium** flow control conduit that runs down through all decks

beneath the **warp core** to the warp core jettison hatch on Deck 42. The two rows of stored antimatter are separated by a wide transfer aisle that allows easy access and movement of the separate pods, although the potentially hazardous nature of the material leads a series of evacuation routes to port and starboard lifeboat stations to be a priority within the design of this deck. A series of **EPS** support

areas are arranged between the antimatter storage area and the lifeboats, with the entire aft section of Deck 40 consisting of a rectangular void providing space for future expansion of systems or equipment. The curved bow of this level is dominated by twin parallel sets of sectional cargo loading doors designed to open out onto the forward cargo bays on Deck 39 directly above.

DECK 41

Deck 41 continues the provision of antimatter storage provided by Deck 40 directly above, housing a similar number of individual antimatter storage pods that allow the **U.S.S. Enterprise NCC-1701-D** to enjoy considerably extended mission times between essential refuelling visits at **Starfleet** facilities. In addition to the twin storage areas to the port and

starboard of the **deuterium** flow control and **warp core** ejection conduits, Deck 41 houses a series of antimatter supply manifolds at the front of the antimatter storage area that allow fuel loaded through external connect hard points to be transferred to the storage tanks on both levels of the antimatter storage area.

Located across the forward beam on the

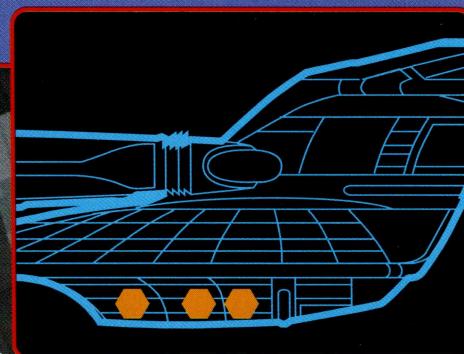
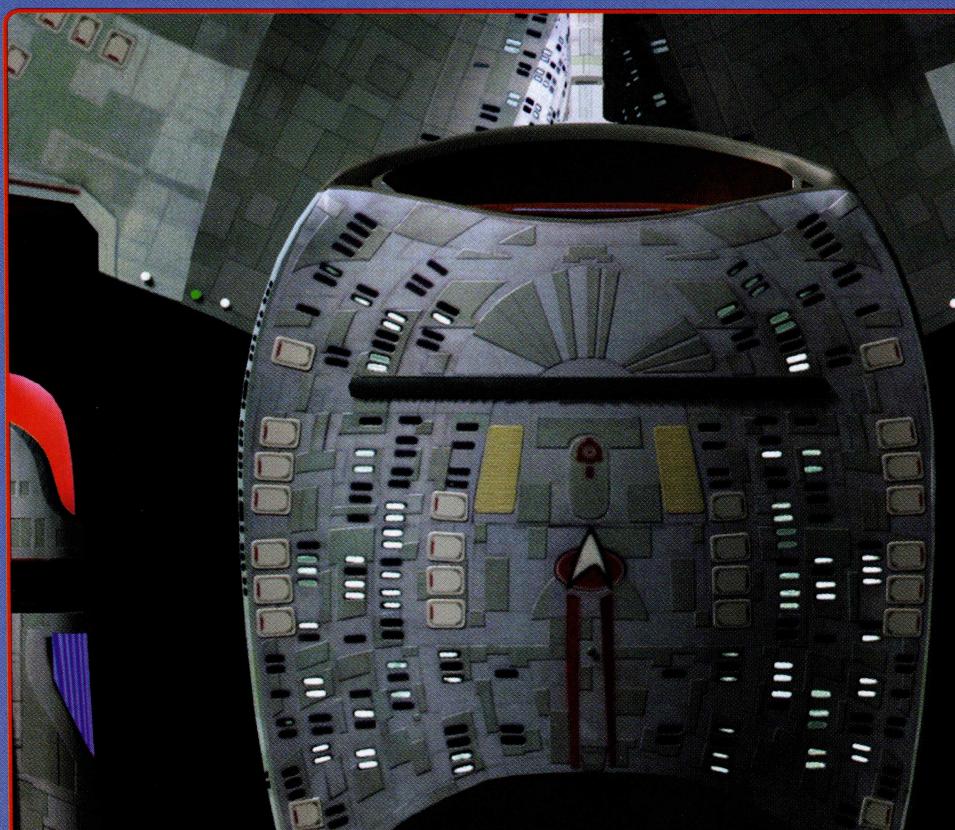
outer hull of the level is the ventral **phaser** array, positioned at the very bottom of the starship and spanning several of the lower decks in order to complete all-round offensive and defensive coverage of the vessel during both normal flight mode, and when the **stardrive section** is separated from the **saucer section**.

DECK 42

Deck 42 is the last deck in the **Galaxy**-class design, and is situated at the lowest point on the hull of the **U.S.S. Enterprise NCC-1701-D**. This level of the ship does not feature crew access, but there are a number of vital systems located on the exterior of this small area integrating with the function of decks directly above. Located at the forward edge of Deck 42 are two hatches, the antimatter loading hatch situated within the larger antimatter jettison hatch. The smaller loading hatch forms the exterior hard connect point

during resupply at **Starfleet** facilities, allowing the fuel to be transferred to the storage pods on Decks 40 and 41 directly above. In cases of **warp core** overload or breach, the option to eject the core is supplemented by the possibility of ejecting the entire antimatter storage pod assembly, and in this case the large ditch hatch is immediately discarded allowing the sequential ejection of the antimatter pods. Situated directly behind the antimatter hatches is the warp engine core jettison hatch, a smaller rectangular plate that

also houses the antimatter injector in its center. Jettisoning this exterior plate allows the entire warp core assembly to be physically expelled from the ship, whereby it will be allowed to self-destruct while the rest of the ship attempts to reach minimum safe distance under impulse power. Deck 42 also houses a small external antimatter generator positioned in front of one of the starship's tractor beam emitters.



Deck 42 – the lowest level – of the **U.S.S. ENTERPRISE NCC-1701-D** contains no amenities for personnel, and is instead given over to engineering systems, including antimatter storage pods.

The lowest level of the **U.S.S. ENTERPRISE** features the warp core ejection hatch located on the underside of the starship. This facility can be seen directly ahead of the Starfleet logo that is emblazoned on the hull.

FILE 40 OTHER STARSHIPS

Lokirrim Patrol Ship: Detention Area

Lokirrim Patrol Ships operate on the principle that any life forms found harboring photonic beings in their space will be incarcerated. These criminals are contained in the onboard detention centers.

On Stardate 54238.3 Ensign Harry Kim, Seven of Nine, and the EMH of the **U.S.S. Voyager NCC-74656** are attacked by a **Lokirrim Patrol Ship** after it detects the **Doctor's** holographic signature aboard the **Delta Flyer**. A subsequent boarding party is unable to find the Doctor after his program is transferred to Seven of Nine's **Borg** implants, but detects a sample of a comet that could be used in the manufacture of **biogenic** weapons. Consequently, the commanding officer of the vessel orders the *Delta Flyer* to be held in a docking bay, and Seven and Harry to be taken to the vessel's detention area. The **Lokirrim** regard the transportation of **photonic beings** as a serious offense, and provide high security areas in which to hold suspect vessels and individuals within the confines of their technologically advanced ships.

Area of incarceration

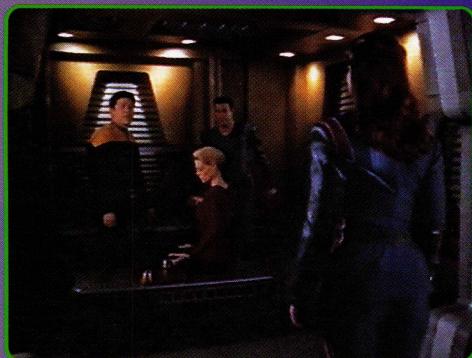
The detention area is constructed from a very similar material to the exterior hull, with the interior bulkhead walls formed by a series of bare bronze metallic plates. Some of the bulkhead sections have vertical indentations in them; low level lighting provided by narrow illuminated white strips is set into the bulkheads, which run from the floor to a height of over two meters. The doorway into the

detention center is an open entrance area with the upper edges angled outward to form wider sides; this allows Lokirrim security officers to enter the area while escorting their prisoners. Two large rectangular display screens mounted on the wall next to the entrance area are clearly seen from inside the holding cell. The area is obviously designed with maximum security in mind, but it is not usually manned by the crew even when detainees are held within the cell.

Internal security

The opening to the holding cell is clearly visible from the interior area as it dominates the majority of the facing wall. A high raised platform is located forward and to the right of this opening, with identical freestanding consoles situated in the left and right corners of the outer chamber. A further control console is located on the left side wall, but the only interface regularly used by the Lokirrim security detail is in the form of a small rectangular surface mounted panel to the right of the holding cell's entrance.

Activation of a sequence of buttons on this console leads to a powerful forcefield immediately crackling into life across the opening of the cell, with the interior edge of the cell's angular framework glowing green to show the field is active. It is possible for the security guards to see straight into the cell as the



Ensign Harry Kim and Seven of Nine are addressed by one of the Lokirrim crew members through the forcefield. This barrier restricts passage into and out of the holding cell.



The Lokirrim crew member can stand at the entranceway of the holding cell without fear of attack from the inmates. The protective forcefield will shock anyone who touches it.

► The forcefield shimmers a yellow-green when it is activated by touch. The Doctor, while in Seven's body, takes the opportunity to experience the myriad of sensations felt by an organic form.



► A set of metallic gray louvers are set into one of the walls of the holding cells. This panel may lead to other areas of incarceration aboard the LOKIRRIM PATROL SHIP.

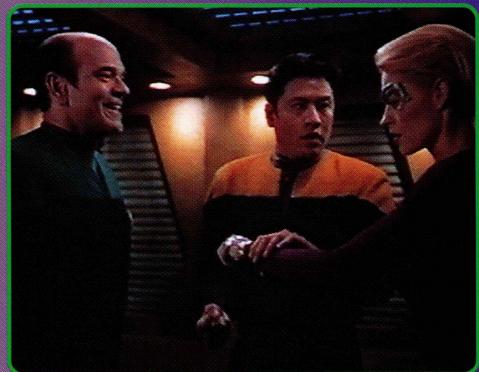


Lokirrim Patrol Ship: Detention Area



▲ The illumination in the detention center aboard the LOKIRRIM PATROL SHIP is kept to a minimum. Area borders and consoles are the brightest objects in the prisoner compartment.

▼ The DELTA FLYER is held in a separate part of the LOKIRRIM PATROL SHIP. This bay is a heavily guarded facility, thus ensuring that access is restricted to any captured vessels.



▲ The lack of illumination in the holding cell can be advantageous to those incarcerated. Harry and Seven successfully hide the Doctor, even when he is using his mobile emitter.



▲ Diagnostic screens in the detention area are designed with a blue color scheme. Various shades denote different subject areas, and the information can be accessed by its touchpad.

metallic ledge drops down to the cell's floor level just inside the opening with a series of raised ridges producing a non-slip surface. The interior of the holding cell is quite large, with a series of small circular downlighters giving limited illumination to the cell along the back and sides of the room. There is also a series of circular blue illuminated lights built into a black and blue rectangular panel in the middle of the ceiling giving an almost sterile feel to the interior. The bulkhead walls feature a number of inset angled doorways protected by thick horizontal louvers that may connect to other holding cells, although the interior of a single cell is designed to accommodate a minimum of two prisoners.

Heavily guarded

A narrow gray metallic bar runs across the mid-point of the walls of the holding cell. The room provides minimal comfort, and there are two narrow bunk-beds constructed from a thin padded material suspended by a metallic tubular frame to the rear of the cell. There is also a low rectangular bench on which prisoners can sit while eating the rations provided by the Lokirrim during their captivity.

Captured vessels such as the *Delta Flyer* are held in heavily guarded bays that have a sectional door providing entrance and exit to space. The interior bulkheads are constructed



▲ The control panel to the right of the entranceway to the holding area is the most used console in the detention center. It operates the programming for the conditions in the cell.

from flat bronze colored plates reinforced by support struts running through and over them. Two double beams in the ceiling support twin sets of large rectangular glowing panels that emit bright illumination to the area, and the impounded ship directly below. The floor of the docking bay is of a polished blue material, and features a series of markings around a circular platform on which vessels come to rest; personnel enter the area through a doorway and then descend a set of angled steps.

energy field produced across the doorway is completely transparent. It remains that way until an inmate decides to touch the electronically generated restraining mechanism – once touched, the field shimmers briefly into life and causes low-level pain to the offender.

Inside the cell

The opening to the holding cell is raised from the floor; prisoners must step over this ledge in order to enter and exit the secure area. A

Location:
DETENTION AREA





FILE 40 OTHER STARSHIPS

Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

SPECIES 6339 VESSEL

The **U.S.S. Voyager NCC-74656** encounters a large vessel operated by **Species 6339** while investigating the psychological effects of an infected **Borg Vinculum** on **Seven of Nine**. The vessel is heavily armed – with at least 22 **phaser cannons** detected on the aft section alone. When the crew of Voyager prove resistant to relinquishing the Vinculum to Species 6339, the alien ship mounts a swift and powerful attack, and threatens to destroy the **Starfleet** vessel. They only withdraw when the Vinculum is transported into open space.

STARSHIP LOG: 'INFINITE REGRESS' [VOY]



The **SPECIES 6339 VESSEL** appears on **VOYAGER**'s mainscreen.



Species 6339 attacks when VOYAGER does not release the Vinculum.

CYTOPLASMIC LIFE FORM SHIP



DORSAL VIEW



VENTRAL VIEW

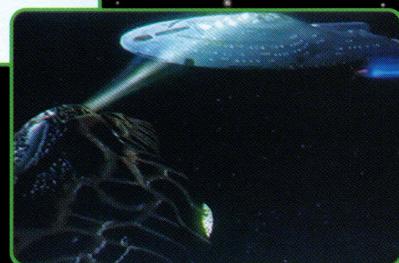


STARBOARD VIEW



A second vessel approaches VOYAGER and subjects the Federation starship to a power draining tractor beam. The crew ultimately transport the injured cytoplasmic life form over to this ship.

The first vessel operated by a cytoplasmic life form that the U.S.S. VOYAGER NCC-74656 encounters is destroyed by a massive explosion.



The **U.S.S. Voyager NCC-74656** locates a damaged alien vessel after being struck by an energy wave that deposits a massive download into the starship's computer. The alien ship appears to have taken "quite a beating," and the lone, non-humanoid occupant is beamed to sickbay. Voyager's crew discover that the ship is operated by biochemical secretions, but its subsequent destruction precludes further research. A similar vessel later arrives to retrieve its injured comrade.

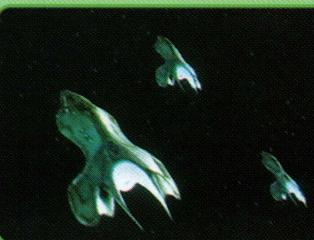
STARSHIP LOG: 'NOTHING HUMAN' [VOY]

MONEAN VESSELS

The vessels used by the people of the **Monean Maritime Sovereignty** are designed to operate in both the vacuum of space and the waters of their oceanic planet. **Lt. Tom Paris** questions whether they are "starships or submarines."

STARSHIP LOG: 'THIRTY DAYS' [VOY]

The **MONEAN VESSELS** are capable of navigating through space and watery depths.



The **MONEAN VESSELS** fly into orbit like a school of fish to greet the U.S.S. VOYAGER NCC-74656.



Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656



BRENARI FREIGHTER

Sometime prior to entering **Devore** space, the **U.S.S. Voyager NCC-74656** rendezvous with a **Brenari Freighter** in order to provide safe transport through this closely guarded region of space for a number of these peaceful telepathic beings.

STARSHIP LOG:
'COUNTERPOINT' [VOY]

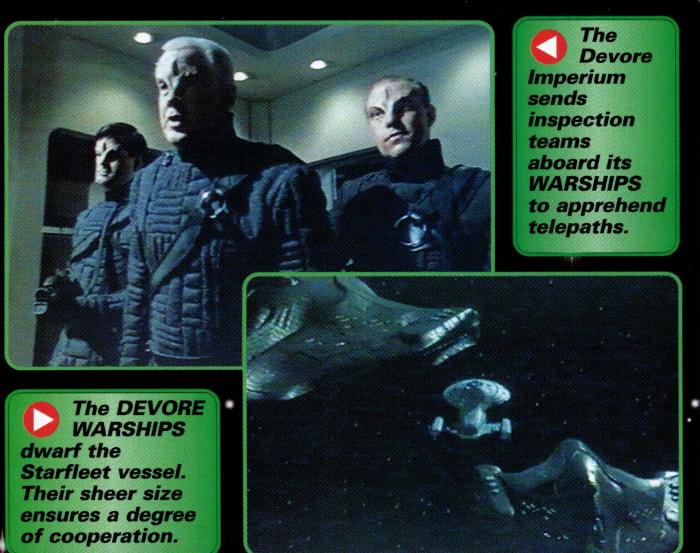
The **BRENARI FREIGHTER** is evacuated of its passengers by the crew of the **U.S.S. VOYAGER NCC-74656**. It is unable to render safe passage.



The massive warships employed by the **Devore Imperium** to patrol their closely guarded borders are heavily armed starships which pose a significant threat to the **U.S.S. Voyager NCC-74656**. One of the most advanced systems found aboard the **Devore Warship** is refractive shielding, which allows the vessel to remain hidden from virtually all starships found within the **Delta Quadrant**. The Devore usually despatch two warships to investigate alien vessels.

STARSHIP LOG: 'COUNTERPOINT' [VOY]

STARBOARD VIEW



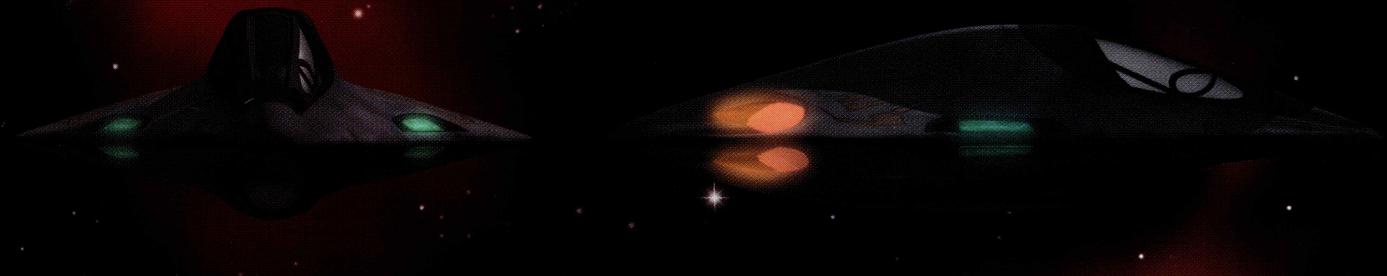
The **Devore Imperium** sends inspection teams aboard its **WARSHIPS** to apprehend telepaths.



DEVORE SHUTTLE

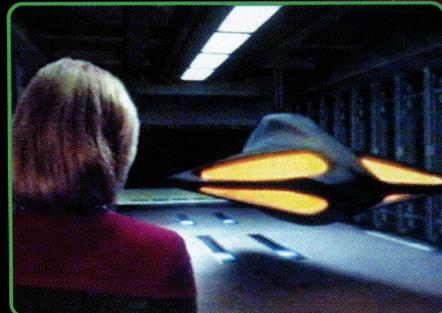
FORE VIEW

STARBOARD VIEW



The **Devore Shuttle** is a small, single occupant vessel that brings Inspector Kashyk to the **U.S.S. Voyager NCC-74656** in 2375. The shuttle maintains the streamlined appearance of the **Devore Warship**, as well as similarly advanced weaponry, although Kashyk takes these offline when he arrives aboard the **Starfleet** vessel, seemingly in an effort to seek asylum. Three small landing struts are deployed from the smooth hull to allow the shuttle to come to a rest within one of Voyager's shuttlebays, with the entire cockpit canopy hinging forward to allow its occupant to exit.

STARSHIP LOG: 'COUNTERPOINT' [VOY]



The single occupancy **DEVORE SHUTTLE** can be engaged through a voice recognition system before its pilot boards. Its diminutive size carries relatively as much fighting power as the **DEVORE WARSHIPS**.



FILE 43 STARFLEET PERSONNEL

Lt. Hawk

Lt. Hawk is helmsman of the *U.S.S. Enterprise NCC-1701-E* during its fateful mission back in time to prevent the Borg assimilation of Earth. He acquires himself with distinction until fate intervenes and the young officer undergoes a ghastly transformation.

The position of helmsman of the **Starfleet** flagship, the *U.S.S. Enterprise NCC-1701-E*, is a privileged one, and naturally much sought-after by young officers. In 2373, the job falls to **Lt. Hawk**, who is new to the established *Enterprise* bridge crew that carries over from the previous vessel to bear the name.

Hawk sits at the conn position at the front of the bridge, next to **Lt. Commander Data** at

the ops station. He is a handsome man in his mid to late 20's, with a solid physique, short-cropped fair hair, and a square jaw. His uniform displays the red collar and arm bands that denote he belongs to Starfleet's command division.

Terrifying situation

The lieutenant constantly works his console, ensuring that he is informed and prepared for any contingency. One of the most dire situations of all occurs in late 2373, when the **Borg** attempt their latest incursion into **Federation** space. Hawk,

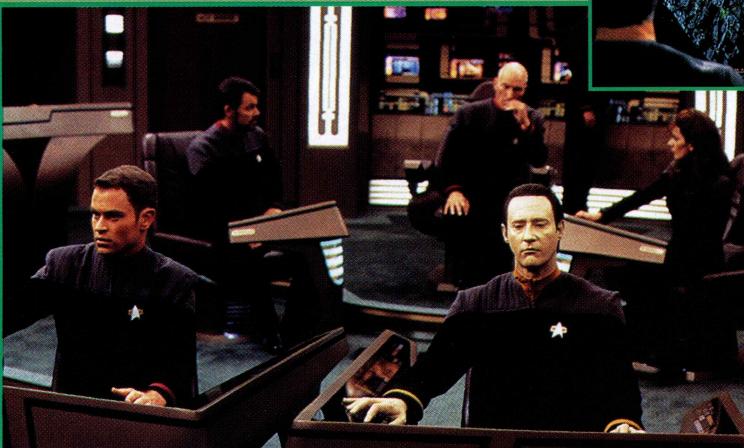
along with the rest of the bridge crew, listens with apprehension to the audio reports of Starfleet's desperate battle that filter through. His face betrays his concern, but true to his training, he stays focused on the job at hand. He also demonstrates his loyalty to **Captain Jean-Luc Picard** when the captain decides to go against orders and take the *Enterprise* into the battle. He is ordered to set a course for Earth, and he does so without hesitation.

A worthy pilot

Hawk proves his adeptness at his job when he guides the **Sovereign**-class starship unscathed through the confusion of the battle between Starfleet and the **Borg cube**. He also calculates a pursuit course to follow a runaway **Borg Sphere** toward Earth, and ultimately into the past through the **temporal vortex** created by the Borg.

He is evidently trusted and relied upon by the ship's most senior officers. He provides information that goes beyond the job description of the helmsman, such as a report on the exact environmental

AN EXEMPLARY OFFICER



Duty
Lt. Hawk is assigned to the conn at the front of the U.S.S. ENTERPRISE NCC-1701-E's bridge. He is closely involved in all missions.

PROFILE ON HAWK

NAME: Hawk

SPECIES: Human male

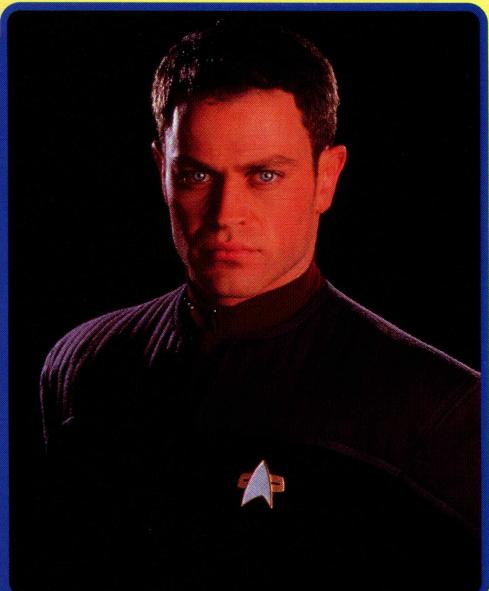
RANK: Lieutenant

OCCUPATION: Conn officer aboard the *U.S.S. Enterprise NCC-1701-E*

REMARKS: Hawk's life and career are cut tragically short when he is assimilated by the Borg while endeavoring to protect his ship from the collective.

FIRST SEEN: *Star Trek: First Contact*

► *Lt. Hawk is indicative of humanity's finest. He takes pride in wearing his Starfleet uniform.*



conditions in Main Engineering soon after the ship's arrival in the mid-21st century. He is unable to give a damage report after the Borg's initial attack on Earth's surface, as long-range sensors are still down. He does, however, deliver the bad news that the Borg are taking control of the *Enterprise* when he discerns that key systems such as weapons, shields,

and propulsion are being rerouted through engineering.

Hawk provides **Lt. Commander Worf**, who is left in charge of the bridge, with a right-hand man; he appears to be the next most senior officer present. He demonstrates his intimate knowledge of the ship's layout when he tells the **Klingon** that Deck 11 contains Stellar

Cartography, the hydroponics bay, and **deflector control** – nothing that might account for the fact that the Borg have stopped their remorseless march there. He is later informed by Picard that the Borg are attempting to transform the **deflector dish** into an **interplexing beacon**, which will allow them to contact the **Borg collective** in this century.

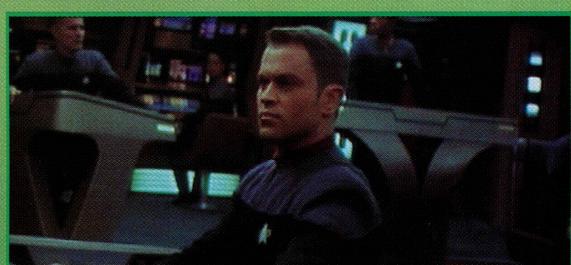
Hawk is chosen by Picard and Worf to

★ Battlesite

Hawk works his console without being distracted by the horrors on the viewscreen.

★ Ready for action

Lt. Hawk maintains a brave face in light of the devastating events that are unfolding.



OTHER CARDS IN THIS FILE...

64 ENSIGN SITO JAXA

68 LT. JOSEPH CAREY

72 JACK CRUSHER

91 ENRIQUE MUNIZ

116 LT. RICHARD CASTILLO

SEE OTHER FILES...

STAR TREK: FIRST CONTACT.....File 79



Lt. Hawk



"But without the computer, they won't be able to control the ship."

— Lt. Hawk calmly details the Borg's tactical position on the *Enterprise*

accompany them on their "little stroll" across the hull to try and frustrate the Borg plan. He kits out in a space suit with magnetic boots, and checks the seals on the others' suits as they in turn check his. He treks with them across the underside of the **saucer section** toward the deflector dish; fortunately, he does not seem to share Worf's dislike of working in a zero-gravity environment.

Rash strategy

The lieutenant's inexperience is evident when he suggests training their **phaser rifles** on the Borg's interplexing beacon and blowing it up. This strategy fails to account for the fact that the deflector dish

★ A valued position

Lt. Hawk is undaunted by working so closely alongside the legendary command crew of the starship *ENTERPRISE*.

is charged with anti-protons which, if detonated, could destroy half the ship. Picard's alternate plan is to release the dish's **magnetic locks** and allow it to float free of the *Enterprise*.

Hawk works one of the three mag locks. He has the necessary codes and knowledge to switch the system from the usual **LCARS** command net to local input, then to activate the manual mag lock servo control. He keeps a nervous eye on the Borg close by at the same time. He stops work as one of the drones approaches, and has no hesitation in shooting it before it can get too near.

This caution proves inadequate, however, when Hawk becomes engrossed in shifting the lock's stiff mechanism and fails to notice the approach of a second drone. A warning cry from Picard comes too late, and he is grabbed so hard

★ Away mission

Lt. Hawk stands bravely alongside Captain Picard and Lt. Commander Worf on the hull of the *ENTERPRISE*.



★ Officer down

The mission to detach the deflector dish goes awry when Lt. Hawk is grasped by a Borg drone and carried away from his objective.

★ Assimilated

Captain Picard is shocked at the sight of the Borg technology spreading across Hawk's face.



★ New objective

The assimilated Hawk has no hesitation in physically attacking his former captain.

by the arm that he cries out in pain. He is picked up by the Borg and carried away, over the rim of the hull.

Fateful return

It seems that this might be the end for the brave Lt. Hawk, but he makes a swift and unexpected return. Captain Picard is surprised to see his officer reappear apparently unscathed, just as he completes the release of the mag lock upon which Hawk was working. The horrible truth is that the young helmsman has been assimilated, and is now part of the Borg collective. He attacks Picard with his new-found Borg strength, punching him full in the visor of his helmet and cracking it across. He quickly gets the better of his beleaguered former captain, and

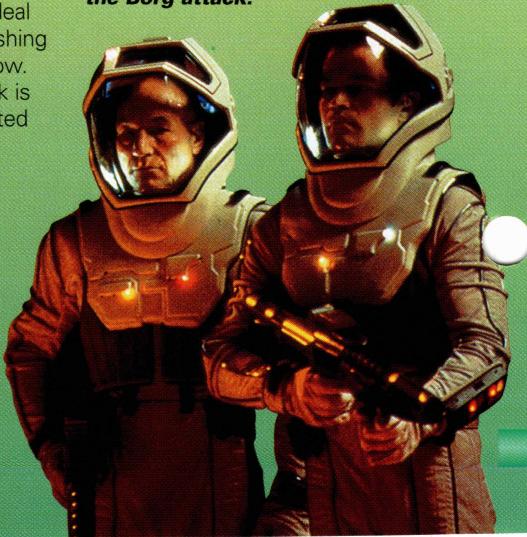
he raises his foot to deal the crushing final blow. Hawk is prevented

from doing so at the final moment by two phaser shots fired by Worf, who has survived his own close encounter with a drone. The impact sends him spinning off uncontrollably into the depths of space. It is unknown if this phaser volley kills him; if not, his final fate is uncertain, as it has been demonstrated that Borg do not need oxygen to survive.

Hawk's is a sad chapter in the *Enterprise* crew's ultimately triumphant effort to prevent the Borg from meddling in Earth's history. He is a valued officer who helps thwart the collective before being cruelly claimed as one of its own.

★ Armed and ready

Prior to his assimilation, Hawk carries a phaser rifle, determined to save humanity from the Borg attack.



STANDING FIRM

Bridge duty

Lt. Hawk remains on the bridge during Captain Picard's reconnaissances to the lower decks with armed parties. He knuckles down and proves himself under pressure once again, although the fact that he undoes his collar indicates the tension of the situation. He takes a phaser rifle in hand and stands ready to use it on any Borg that attempt to invade the bridge.



Ordered

Hawk wears his uniform tunic open as the crisis aboard the *ENTERPRISE* deepens, but his dedication to the duties he has been assigned continues to be of the highest priority.



FILE 43 STARFLEET PERSONNEL

Commander Peter Harkins

A dedicated member of the Pathfinder Project, Commander Peter Harkins leads a group of Starfleet's finest engineers and scientists in a mission to bring the *U.S.S. Voyager NCC-74656* and her crew home to the Alpha Quadrant.

Commander Peter Harkins serves as the direct project leader for Starfleet's Pathfinder Project

initiative, an ongoing program seeking to locate and assist the crew of the *U.S.S. Voyager NCC-74656* in finding their way home from the distant Delta Quadrant. Not much has been revealed about Harkins's past prior to his assignment to Pathfinder Project, but his age and rank both suggest a good service record in Starfleet.

Engineered returns

An engineer through and through, Harkins has a strong grasp of many diverse technical and scientific principles, most especially in the way that they apply to interstellar communications. He is recruited for Pathfinder Project during the establishment of the program; this is after *Voyager's Emergency Medical Hologram* briefly makes contact with Starfleet during

an incident aboard the prototype starship *U.S.S. Prometheus NX-59650* in 2374. Under the direct command of **Admiral Owen Paris**, whose son, **Tom Paris**, is one of *Voyager's* lost crew complement, Harkins gathers a team of specialists from all over Starfleet, and begins to search for a way to contact the ship over the next two years. Among these specialists is **Lt. Reginald Barclay**, a gifted engineer – albeit somewhat socially inept – who previously served under **Captain Jean-Luc Picard** aboard the *U.S.S. Enterprise NCC-1701-D* and *U.S.S. Enterprise NCC-1701-E*.

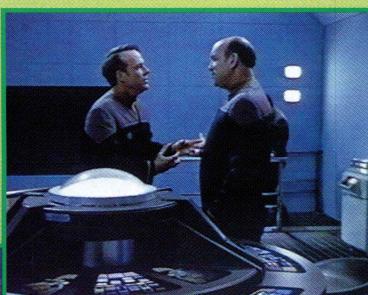
Project leader

Harkins leads the Pathfinder team to brainstorm ideas for helping *Voyager* back to the Alpha

★ Patience

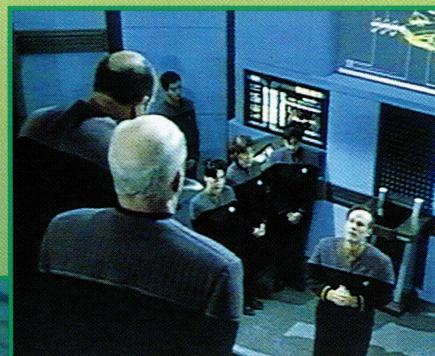
Commander Harkins must employ a lot of patience when dealing with some of his team.

WORKING WONDERS



★ Well received

Harkins has a strong working relationship with his superior officers. They trust his abilities.



★ Lending an ear

Harkins listens to everyone on the Pathfinder Project, but he must assert his authority at times.

PROFILE ON A COMMANDER

NAME: Peter Harkins

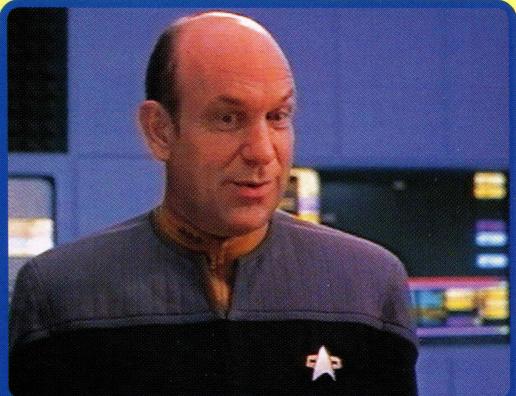
SPECIES: Human male

RANK: Commander

STATUS: Project leader

FAMILY: Angela [wife], Hope [sister-in-law], unnamed cousin.

FIRST SEEN: 'Pathfinder' [VOY]



▲ Commander Peter Harkins takes a good-natured approach to his supervisory role on the Pathfinder Project.

Quadrant, from searching for wormholes to tracking possible **subspace corridors**, with only limited success. One initial failure, under the watchful eye of Admiral Paris, comes from Barclay's suggestion to create a **transwarp** probe, but after six fruitless months the attempt is abandoned. It is a

testament to Harkins's command ability that his team are not disheartened by this setback. In 2376 the staff begin work on a new approach. Using the **MIDAS Array** in deep space, Harkins and his team work with **Vulcan** scientists to send signals into the Delta Quadrant at **hyper-subspace** speeds. This one-way transmission is soon changed into a brief two-way conversation with *Voyager* by the radical actions of Lt. Barclay, and Pathfinder has its first success.

★ Fair

Harkins tries to accommodate the personalities of his officers, judging them on merit, not past mistakes. At times he feels he gives them too much credit.

Over the next few months, Harkins and Barclay are involved in improving the performance of the **MIDAS Array** transmissions, sending letters to and from the distant ship, as well as occasional orders from Starfleet and on one occasion, a holographic version of Barclay. The holoprogram transmission results in added complications, however, and once more Commander Harkins is forced to curtail Barclay's wilder impulses. Toward



Commander Peter Harkins



★ Making contact

Harkins, in the company of Admiral Owen Paris, is among the first to congratulate Reg Barclay for establishing communications through the MIDAS ARRAY.

At the end of 2377, Harkins and his staff initiate 'Operation Watson' in tandem with Voyager's crew, using a recurrent spatial phenomena to bounce signals to Earth and back, allowing the crew actual face-to-face communications.

Strong relations

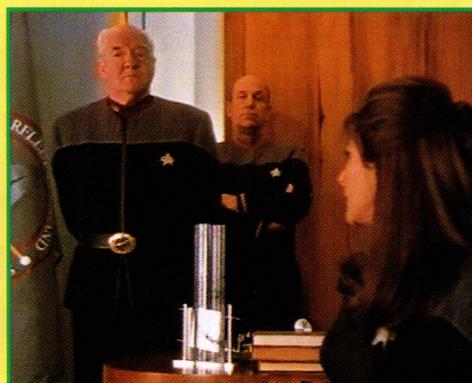
With a staff of more than a dozen officers, Harkins maintains a loose reign on his subordinates with an open and friendly attitude, sometimes even tolerant to a fault when indulging the eccentricities and ideas of his staff members – especially Barclay. Harkins enjoys an informal relationship with the Pathfinder team, socializing with many of the senior officers who know him as "Pete" as well as "Commander Harkins."

Harkins's relationship with his coworker Reg Barclay is one of friendship and guidance, seeing the junior officer as an excellent engineer, but also as someone badly in need of focus in his life. The commander reviews Barclay's service record and logs before he brings Reg on to his team, giving him the benefit of the doubt – but Barclay's aberrant behavior in later months causes him to regret the degree of freedom this grants Reg, and an incident in 2376 involving the MIDAS Array causes him to rethink their relationship. The outcome of Barclay's insubordination results in contact with Voyager, however, and Harkins agrees to forgive Reg's lapse in protocol. The commander's warm nature makes him a man whose staff value their time with him, and his dedication shows him as an officer willing to work hard to get the job done.

Working at Starfleet's

★ Levels of interest

Harkins listens intently as Barclay explains his belief that his hologram has been stolen by the Borg. It is a dire situation which requires immediate attention.



★ Taking a back seat

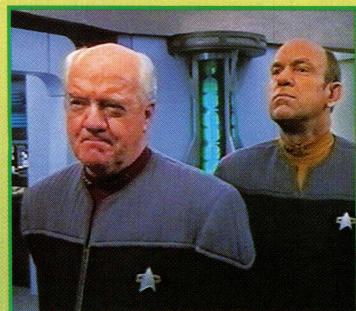
Commander Harkins takes a secondary role as Counselor Deanna Troi explains her strategy to interview Barclay's former girlfriend, Leosa, to Admiral Owen Paris.

Communications Research Center

Building in San Francisco, Harkins is close to his family, living in a house just outside the city with his wife **Angela**. He appears to have close ties with all his family, including his sister-in-law **Hope** from Boston, and his cousin, who often loans Peter the use of his beach house in Malaysia.

★ Answering the admiral

Commander Harkins is responsible for keeping Admiral Paris apprised of the Pathfinder Project's progress.



"At least they'll know we're still looking for them."

— Commander Harkins to Admiral Paris

COMMAND DECISIONS

Behavior unbefitting

In 2376, Commander Harkins finds himself placed in a difficult situation when Lt. Reg Barclay begins to exhibit obsessive behavior during his work at Pathfinder Project. Harkins discovers that Barclay has been neglecting work on his assigned tasks in favor of a radical, untested theory to use the MIDAS Array in tandem with a Class-B itinerant pulsar, in the hope of communicating with the U.S.S. Voyager NCC-74656.

At first, Commander Harkins attempts to encourage Barclay, but Reg breaks protocol during a briefing with Admiral Paris. He then discovers that the lieutenant has been spending over 30 hours a week inside a holosimulation of Voyager, interacting with holographic representations of the crew members instead of concentrating on his work. Based on Barclay's past incidents of holoaddiction aboard the U.S.S. Enterprise NCC-1701-D, Harkins suspends him from the project, regretting that he did not take a closer interest in Reg's off-duty activities.

It is a choice Harkins is unhappy to make, made worse when Barclay defies orders and breaks into the Pathfinder lab, resisting Starfleet security's attempts to stop him. Harkins is ready to have Barclay cashiered, but the errant engineer's plan for using the MIDAS Array is a success, and the commander is finally contacting Voyager.

► In the dark

Harkins is unaware of the extent of Barclay's obsessive behavior. He is disturbed to learn one of his top engineers is having a relapse of holoaddiction.



► On the bridge

Commander Peter Harkins confronts Lt. Reginald Barclay on the holographic bridge of the U.S.S. VOYAGER NCC-74656. He is faced with the thankless task of strongly reprimanding the errant engineer.





FILE 52 BORG PERSONNEL

Crosis

The Borg **Crosis** is a key player in a plan to reunite the android brothers **Data** and **Lore**. He has a sense of individuality, but his sense of purpose lacks a necessary degree of self-preservation.

The Borg have a sense of adaptability that never ceases to amaze those who have the opportunity to escape assimilation, and then re-encounter the collective. The crew members of the **U.S.S. Enterprise NCC-1701-D**, survivors of repeated meetings with this conquering race, meet a most unique Borg after a disturbing and frenzied struggle in a **Federation** science station on **Ohniaka III**. There they witness a startling change in the Borg – a sense of individuality. They are soon to meet one of this change's most terrifying manifestations: **Crosis**.

The new Borg

An away team responds to a distress call on the Ohniaka III outpost, and discovers it is occupied by the Borg. These are not the calm, neutral automatons **Starfleet** officers are used to seeing; they are quickfooted, cunning, and ferocious. They are mindful of their personal safety, and their faces are twisted into personifications of fury and hatred. They are acting like individuals.

Upon returning to the *Enterprise*, **Commander William T. Riker** reports that it was more like

fighting **Klingons** than the Borg, they were fast and aggressive, and they were not acting as if part of a collective. One of them even referred to himself as "I," and showed concern for a fellow comrade who had been killed.

These developments are cause for grave concern, as is later revealed after a direct attack on the starship by the **Renegade Borg Vessel**. It engages in direct confrontation with the *Enterprise*, in the process beaming two drones aboard the bridge. **Lt. Worf** kills one of the intruders by firing his **phaser**, and disables the other. The Borg ship sacrifices two of its own to create a diversion to escape, and leaves their dead behind, another change in behavior. The surviving captive is **Crosis**.

A sense of individuality

Captain Jean-Luc

Picard visits the prisoner in the brig, and asks his designation. The Borg looks upon him with unbridled contempt; he is clearly an individual, but there is something else showing through his disdain – he is totally devoted to serving some higher cause ... he is a fanatic. In the same electronic voice one would expect, from the same Borg body the collective is

PROFILE ON CROSIS

NAME: **Crosis****LIFEFORM:** **Borg Drone**

STATUS: Acts as the equivalent of **Lore's** first officer and henchman

REMARKS: Possesses a sense of individuality due to his contact with **Hugh**, but seeks a uniting voice from **Lore**.

FIRST SEEN: 'Descent' Parts I & II [TNG]

 **Crosis** attains what can be perceived as a high status position in the community of disenchanted and purposeless Borg. He has a fine-tuned sense of manipulation and rhetoric.



 **Crosis's** appearance is similar to many other Borg drones, but his character and individuality are not.



 **Crosis** acts as **Lore's** right-hand man, and reports everything to his vaunted leader. He willingly obeys every order.

recognized by, he reveals that he has no designation, his name is **Crosis**. His name was given to him by the 'One' – he who will destroy them all.

Crosis and his kin do not assimilate inferior biological organisms – they annihilate them. He has no interest in

Picard or the questions he asks, and baits all those present with how he would kill them most efficiently given the chance. This Borg will not mindlessly answer questions, or reveal anything he is unprepared to.

Lt. Commander Data is ordered to run scans on the captive, and it is at this time that the sophistication of **Crosis's** personality is revealed. His demeanor changes to a quieter, more personable and seductive tone; he suggests that Data can be assimilated. **Crosis** touches a control on his

arm without detection, and **Data** begins to pay more attention. **Crosis** begins to reel **Data** in. He borrows from Borg lore, telling the officer that resistance is futile; more tellingly he states he will not resist what he has wanted all his life: real emotion.

Crosis has an incredible gift of persuasion, and a novel approach to the issue of ethics. He suggests, almost hypnotically, that **Data** should do anything to experience emotion again, the emotion he experienced when he killed

SINGLE-MINDED SOLDIER



 **Crosis** and his Borg partner transport to the bridge of the **U.S.S. ENTERPRISE NCC-1701-D**.



 **Crosis**'s imprisonment aboard the **U.S.S. ENTERPRISE** does not perturb him.



 **Crosis** has much more respect for **Lt. Commander Data** than he has for other officers.

OTHER CARDS IN THIS FILE...

1 **HUGH BORG**

3 **THE BORG QUEEN**

SEE OTHER FILES...

THE BORG File 15

STAR TREK: THE NEXT GENERATION...File 69



Crosis watches the exchange between Lore and Captain Jean-Luc Picard with keen attention.



Crosis is never far from Lore, and will willingly sacrifice himself for the One.



Crosis is always close to Lore. He ensures that his life is not endangered.



Crosis is noticeable among the other renegade Borg because of his exceptional height.

"You'd do anything to feel that way again . . . even if it meant killing someone."

—Crosis reveals his understanding for the proverbial taste for blood.

a Borg on Ohniaka III. He reminds the officer of how the sensation was like nothing he had ever experienced before. Crossis has clearly ensnared Data through his desire to feel, he continues to toy with the android. Crossis is exploiting Data's strongest desire to control him – and he is successful.

Astute assimilator

Crosis escapes the *Enterprise* with the errant and brainwashed Data. The two travel through a **subspace** distortion to a planet formerly inhabited by biological life forms, and Captain Picard directs the *Enterprise* to take chase. It is here that Crossis's true intentions are revealed.

Crosis is the equivalent of **Lore**'s first officer. Everything the crew of the *Enterprise* has experienced at

the hands of these new Borg has been an elaborate ruse by Lore to orchestrate a reunion with his brother, Data. Crossis plays the most vital role: he lures Data back to Lore's headquarters, where the two android sons of **Dr. Noonien Soong** will join together, and destroy the Federation.

The 'One' Crossis spoke of is Lore, and he is one of his most devout followers. Crossis was one of the Borg who came into contact with **Hugh** after his encounter with the crew of the *Enterprise* in 2368, and consequently developed a sense of individuality. From the chaos that arose from a sense of self, many Borg lost their sense of purpose. They were aimless until Lore reunited them. Crossis follows his new leader's every command and edict zealously. He is a self-aware, fanatical,

erudite killing machine, and he serves to protect the megalomaniacal Lore.

Wherever Lore can be found, Crossis is surely close by. He is present when Picard and his away team realize that Data and Lore, both availing emotions – Data experiencing a small variety for the first time – have united as the leaders of the fringe Borg group.

Sense of duty

He later interrupts a conversation between the Soong brothers, when he angrily drags the frightened Borg **Goval** before Lore. He is furious that Goval disconnected himself from the others, that he would not let Crossis read his thoughts. Crossis has a strong

sense of obedience and order, he relishes his sense of individuality yet continues to harbor the need for a collective mentality within his community. He suggests that Goval be killed as an example to others, an example of the harsh authoritarianism he advocates. He does not, however, appear perturbed that he can not read Lore's mind, but then he looks to the android as his savior.

Crosis is granted Lore's total trust, as is demonstrated when he exchanges a meaningful and ominous look with him prior to the test of Data's loyalty. Crossis's loyalty never comes into question, and he readily orders the apprehension of Data when he fails to murder Picard. The gathering of Borg and Starfleet officers takes on a different tone when Lore prepares to sacrifice his brother

to prove his loyalty to his followers, but things go awry. A faction of renegade Borg led by Hugh disrupts the assembly.

Crosis leaps in front of Lore to protect him, and is blasted by a phaser. It is at this time that Crossis's existence profoundly changes on a third occasion: he has been assimilated, he has been individuated, and he is now once again a lost soul.

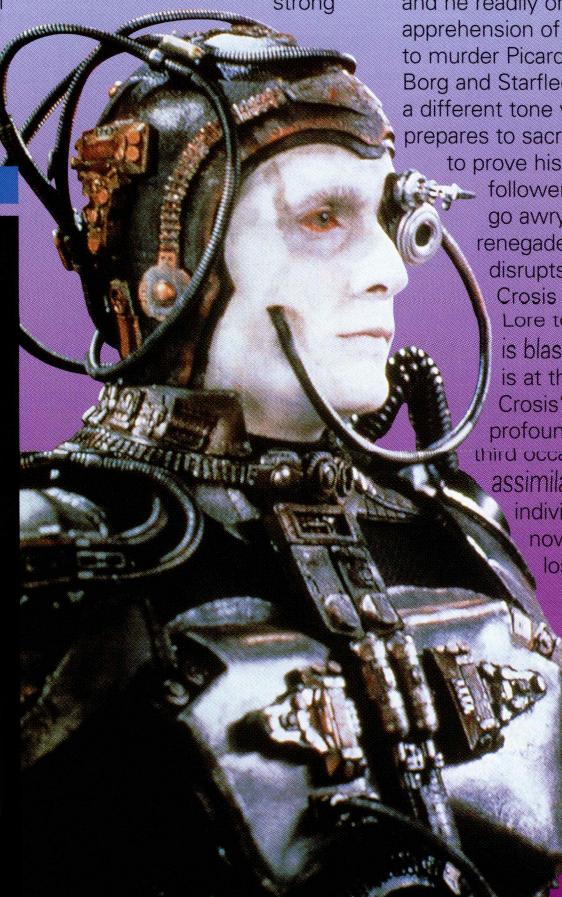
Crosis believes that he is on the most worthy mission: to eradicate inferior life forms from the Galaxy.

BURNT OUT BORG

Experiments gone wrong

Crosis is fortunate to have escaped the fate of many of his Borg brethren; his vaunted leader Lore has been experimenting on the Borg over whom he has seized control. In his attempts to fulfill his promise of a superior race, a fully artificial race, he has asked for sacrifices from the population. It is clear that Lore has no idea of how to deliver the promise of a better life to the poorly individual drones; he has disfigured a number of Borg in his efforts to recreate them in his image. What he has achieved is a tragedy: twisted and misshapen bodies, mutilated and nerve-damaged, wracked with pain and impossibly disabled.

In the caves and tunnels below Ohniaka III live the second generation of renegade Borg individuals – those who have foregone the One, and those he destroyed for his fruitless cause.





FILE 55 ANDROIDS

Ruk

In a remote sector of the Alpha Quadrant, on the planet Exo III exists the android creature Ruk. His sense of purpose is defined by the need to exist, and he murderously defends himself against any perceived threats.

The technological advancements of the **United Federation of Planets** toward the end of the 23rd century are formidable achievements, as are the principles by which they are applied. Space exploration and research by **Starfleet** documents various cultures and their achievements, and in 2266, the crew of the **U.S.S. Enterprise NCC-1701** encounters the final products of one highly advanced culture on **Exo III**.

It has been five years since **Dr. Roger Korby**'s last message to **Starfleet**, and the *Enterprise* is traveling to Exo III in hopes that he may be alive, hopes supported by his fiancée **Nurse Christine Chapel**. The starship is in orbit of the planet on **Stardate 2711.4** when it receives a transmission from the surface, a message from the illustrious Dr. Korby. At his request, **Captain James T. Kirk** and Nurse Chapel beam down to the underground ruins with only a minimal security detail. They anticipate nothing sinister, and Christine is overjoyed over her forthcoming reunion. What awaits them below is far more than they expect.

In the shadows

After arriving in an empty cavern and wandering down a steep tunnel, Kirk and Chapel meet **Brown**, Korby's assistant. He is less than sincerely welcoming. Seconds later, they hear a terrified cry. Something is afoot on Exo III – Kirk and

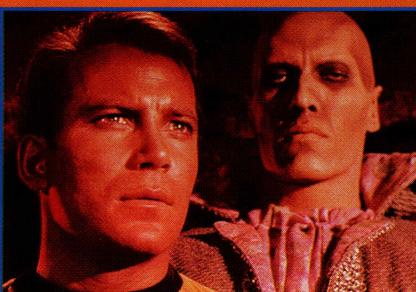
Chapel have had their first, albeit indirect, encounter with **Ruk**.

Ruk is first seen skulking backward, up a craggy corridor, away from the Starfleet officers, and away from what is recognized as the scene of **Crewman Mathews**'s unfortunate, and intentional demise over the edge of the precipitous pathway into a bottomless pit. Ruk is the obvious perpetrator of this crime, but his steely face shows no remorse as he leaves the scene of the crime.

An immense being

Ruk is huge. As he navigates the uneven passageways he cannot stand at his full height, he is far too tall, at least a head taller than the average human male. He has a large, evenly proportioned frame, though everything appears oversized, and as he pulls back further into the shadows, there is something unmistakably menacing about his silent and stealthy presence.

Ruk's body is hairless. His skin tone varies between green and gray depending on the lighting. The sharp angles of his face are heavily shadowed, especially his deep-set eyes that have dark gray V-shaped markings that bleed down his face. All of the accenting shadows appear to point to his eyes, one of his most frightening features.



OTHER CARDS
IN THIS FILE...

2 RAYNA KAPEC
4 LORE
6 NORMAN

SEE OTHER
FILES...

STAR TREK:
The Original SeriesFile 68

PROFILE ON RUK

NAME: Ruk

LIFE FORM: Android

HOMeworld: Exo III

CREATOR: The Old Ones

REMARKS: One of the last survivors of the technology developed by the Old Ones. He is superior to any other android encountered in the late 23rd century.

FIRST SEEN: 'What are Little Girls Made Of?' [TOS]



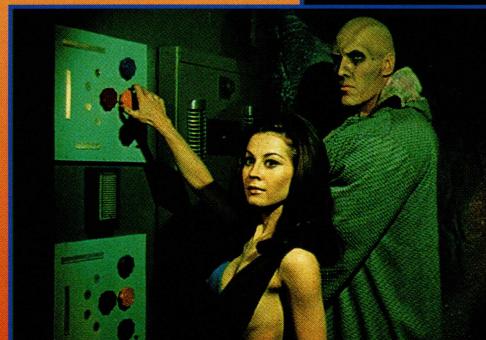
▲ **Ruk is a fearsome automaton who believes he occupies a higher plane of existence, one without confusion, and inferiority – without human interference.**

ASSIGNED TO PROTECT



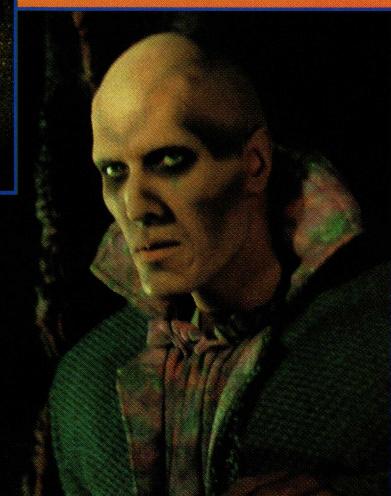
Observation

Ruk stands silently by as Dr. Roger Korby duplicates Captain Kirk.



Computerized comrades

Ruk works alongside the android Andrea as she operates the ancient systems of Exo III.



Daunting presence

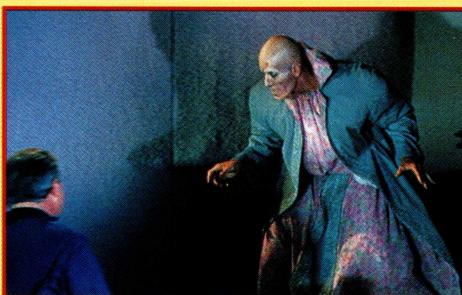
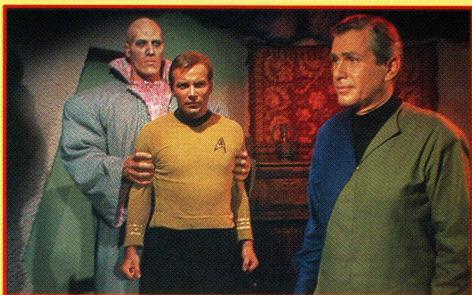
Ruk towers over the small human form of Captain James T. Kirk.

Shadowy figure

The darkened features of Ruk are accentuated by the harsh lighting in the caves.



Ruk

★ **Restrained**

Ruk's powerful arms prevent Captain James T. Kirk from taking action against the megalomaniacal Dr. Roger Korby.

fabric textured with cubed ridges; a small hood rests between his shoulders, suspended from the collar seams. The lining of the cloak is a shiny patterned fabric colored predominantly of mottled green and pink pastels. The tunic he dons under the coat is made of the same pastel fabric. It is gathered at the neck and falls in folds to the waist, where it is belted, and the outfit continues into a wide pair of trousers that are accented vertically with one wide stripe on each leg that matches the fabric of the belt. He wears black tights and green boots underneath; a white handkerchief hangs from his belt on the left side.

Hidden talents

It is clear that Ruk possesses superhuman strength and surprising speed; he can hurl Kirk across a room without any noticeable effort, but he has other skills, which are more fearsome. He has the ability to perfectly duplicate any individual's speech patterns, as is demonstrated

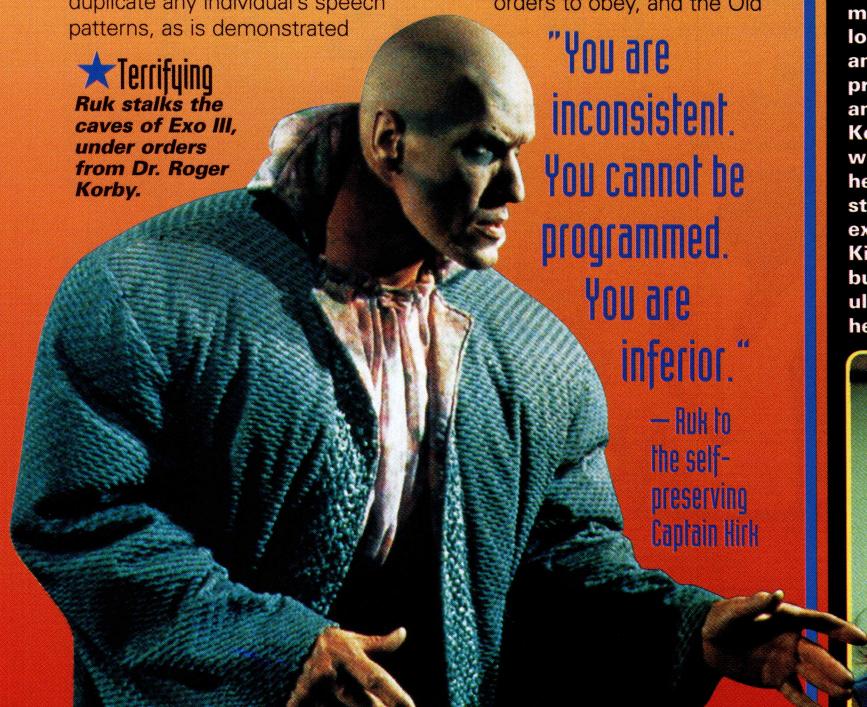
when he addresses and fools **Mr. Spock** over the communicator. Korby claims that he has complete control over Ruk, but there is evidence that this is not the case. The automaton mockingly imitates Christine's voice, and destroys Crewmen **Rayburn** and Mathews – against Korby's wishes.

Superiority complex

In his normal deep and sonorous voice he tells Kirk that he is complex, superior; that he was left by the **Old Ones**. Ruk was built by a long since extinct civilization which programmed him to, above all else, protect. He has been alone ever since, maintaining the machinery and life support systems; even he does not remember how many centuries old he is. Kirk discovers the reason for the absence of other living beings: the androids evolved to a level of sentience, with emotions and aspirations. They realized that their need to exist surpassed their orders to obey, and the Old

★ **Terrifying**

Ruk stalks the caves of Exo III, under orders from Dr. Roger Korby.



"You are inconsistent. You cannot be programmed. You are inferior."

— Ruk to the self-preserving Captain Kirk

★ **Lithe and powerful**

Ruk's immense form does not prevent him from moving quickly and silently through the many passageways of Exo III.

Ones were terminated as a threat to their existence.

Ruk is confused by conflicting orders he receives from Korby and Chapel, and later suggestions from Kirk. He believes that to maintain Kirk's life is illogical; before his arrival there was peace, and no threat to his existence. He recalls from his memory databanks that it was necessary to destroy the Old Ones; he extrapolates from this recollection that it is Korby's fault that the "inferior ones," the humans, have returned to Exo III.

★ **Leader of the pack**

Ruk and Andrea await the orders of Dr. Korby. They follow his commands with unquestioning dedication.

Ruk and his brethren had cleansed themselves, and he brought the evil back. Ruk angers, and attempts to terminate Korby before he is 'turned off.'

The android is not successful in again cleansing the honeycombed caverns in which he has existed for eons. He is instead vaporized into nothingness by the man who initiated this potential repeat of history. A man who surrendered his consciousness to the very existence he has just extinguished, the android Dr. Korby.

MADE FOR LOVE

Andrea the amorous automaton

Andrea is the only female on Exo III, and she is there to provide Dr. Roger Korby with love and affection. She is pale-skinned, with blonde hair, and is exquisitely beautiful. She projects youth and innocence, and seems to know all about Christine Chapel, the woman whom she has seemingly usurped in Korby's affections.

Andrea, it turns out, is an android. She has warm flesh, even a pulse, and physical sensation; Chapel is not impressed that her long lost lover has been taking comfort in the arms of this mechanical geisha. Korby describes her as "sterile, a totally logical computer – a thing, not a woman" while she is present, and emotionally she is not in the least perturbed. Andrea is programmed to please, but also knows how to operate the android-manufacturing device, and use a phaser. She follows Korby's orders without hesitation, but experiences confusion when commanded to perform by others. She is confident that her purpose is to protect and love Korby, but despite her lowly status as "only an android" she experiences turbulent and extreme confusion when embraced by the irresistible Captain Kirk. Andrea is capable of emotion, and manipulation of these burgeoning feelings ultimately lead to her demise.



★ **Cold and unloving**
Andrea and Dr. Korby engage in a passionate kiss, android to android.

★ **Revealing**
Andrea's beautiful exterior is clothed in a revealing jumpsuit.



Starfleet Combat Uniforms

Starfleet's officers are always appropriately attired for the occasion, and those who find themselves in the midst of combat are no different.

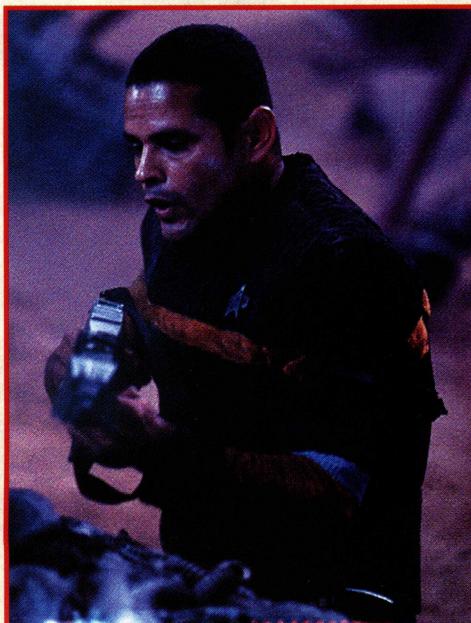
Active duty personnel serving aboard starships and **starbases** are supplied with a number of uniforms designed to allow a high degree of comfort while carrying out their assignments. The highly protective nature of **Starfleet** vessels and facilities means that the uniforms worn by personnel do not usually require armor plating or other barrier systems, as specifically designed garments are available for emergency use in hazardous situations. For the majority of the time, officers are capable of carrying out their work in the regular Starfleet uniform, and while the materials and design of these outfits is both resilient and hygienic under a wide range of conditions, military troops have their own variation on the standard duty uniform.

Uniform requirements

Uniforms designed to be worn during combat situations have to meet a different set of criteria to standard duty clothing, and feature a different color scheme to those employed on starships. The color coding of tunics is an extremely useful visual identification feature for different departments, and while specialists working with the infantry during a mission may wear standard uniforms, members of the infantry all wear the same costume. Starfleet is not by nature a military organization, although it does adopt many traditions and structures from old Earth forces; it also recognizes the importance of generating a feeling of solidarity and camaraderie between its soldiers. A standardized dress code for ground troops is one way of cementing this feeling of community, and also helps identification during engagements with the enemy.

Starfleet combat uniforms are designed to offer an enhanced level of protection to the ground troops, but do not feature any external plating or additional armor similar to those used extensively by **Cardassian** and **Klingon** forces. The furnishing of armor obviously provides more protection to the soldier during a combat situation, but the problems of reduced mobility during close-quarter fighting, and the additional weight generated by the materials used in the construction of armor is seen to be too disadvantageous by Starfleet designers. The problems of reduced visibility with protective headgear such as helmets means they are not part of standard issue combat clothing, so the combination of the lightweight but durable uniform with a well-stocked backpack and **phaser rifle** makes Starfleet ground troops highly mobile and capable of quickly responding to a wide variety of tactical situations.

During hostilities with the **Klingon Empire** and the war with the **Dominion** between 2372 and 2375, Starfleet infantry find themselves working in a wide variety of hostile and uncomfortable situations that stretch the rigorous training and experience of these tough ground support troops. One of the most important elements of any successful uniform design is its ability to provide as high a level of comfort as possible to its wearers during active duty situations, and the Starfleet combat uniform has a number of features that makes it ideal for use in the field. Unlike their

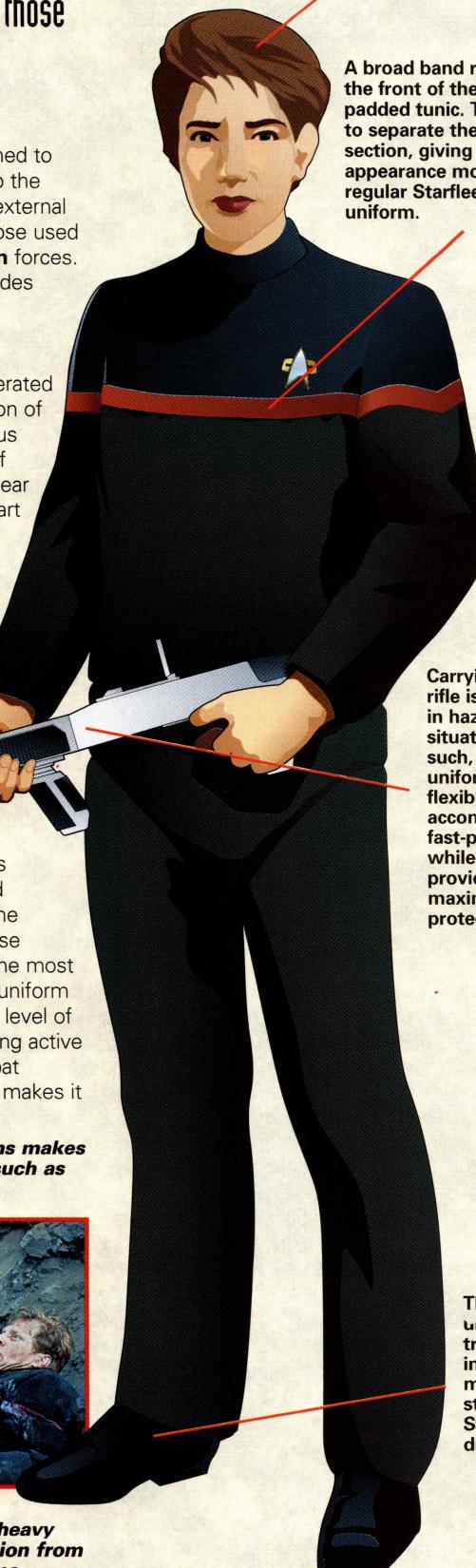


The construction of the uniforms makes quiet and precise movements, such as loading and firing weapons, easier.



The lightweight uniforms can be a disadvantage when under heavy fire. They do not offer much protection from the Klingon onslaught on Ajilon Prime.

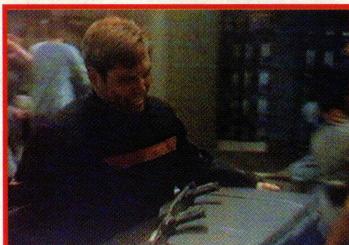
The combat uniform makes no provision for protective head gear, although it is conceivable that a headpiece could be worn if required.



Carrying a phaser rifle is a necessity in hazardous situations. As such, the combat uniform must be flexible enough to accommodate fast-paced action, while still providing maximum protection.

The combat uniform's trousers taper into the boot, much like the standard Starfleet duty uniform.

Starfleet Combat Uniforms



Combat apparel comes with coordinated dark gray underclothes, such as the snug, short-sleeved shirt. Extreme heat can require shedding clothing.

The broad yellow band across the uniform chest distinguishes the infantry from regular non-military Starfleet officers to civilians.

Combat uniforms last for months while the infantry is under siege on AR-558. A change of clothing is not an option.



counterparts on board ships of the line or starbases, the infantry may not have the luxury of changing their uniforms regularly, and therefore must rely on a single set of tunic and pants that may have to be worn for extended periods of time.

Adaptability

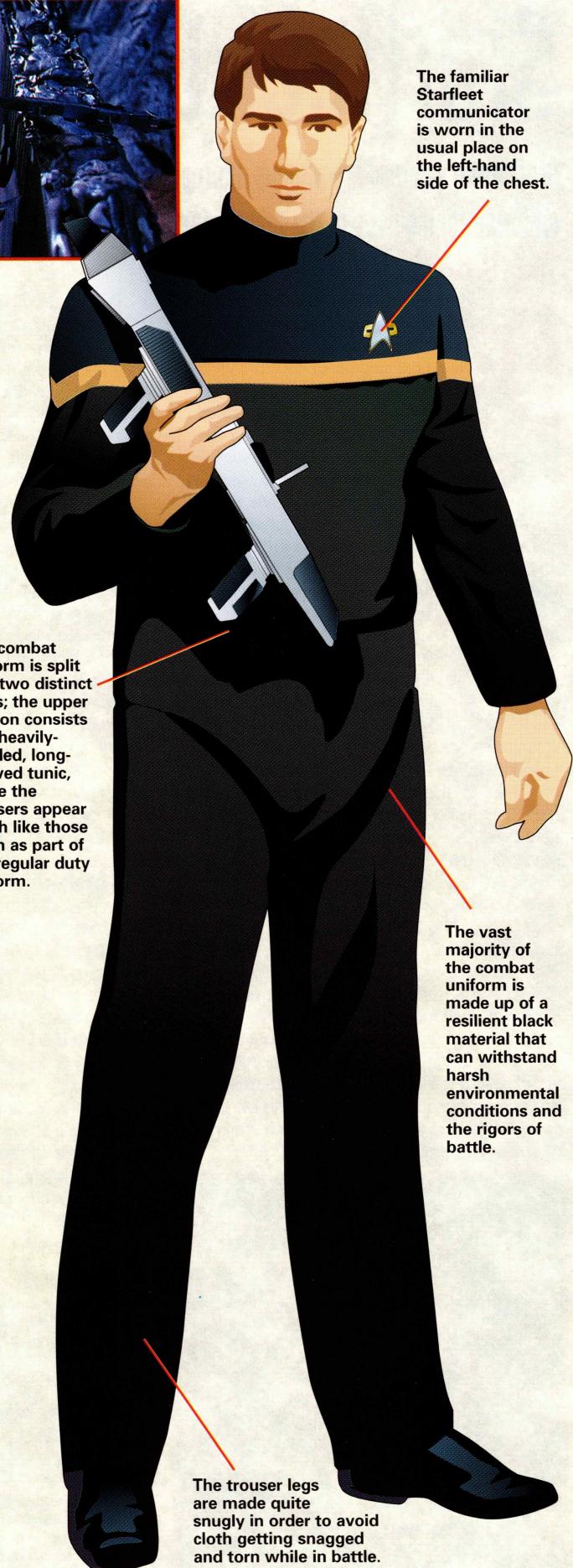
The lightweight materials used in the dress mean they will dry quickly if the soldier is caught out in poor weather or has to move through water, and in particularly hot or humid conditions the jacket can be completely removed and the dark gray undershirt worn with the trousers and boots instead. The advantage of a removable communicator badge means that it can be transferred from the outside of the tunic and placed on the upper chest of the hard-wearing undershirt, allowing direct and easy communication between individuals within a combat situation. Some soldiers customize their duty uniforms by removing the sleeves of their outer tunics to expose the T-shirt underneath and while the overall appearance is not as smart as the full uniform, the practicalities of being able to move the arms more freely or to cool the soldier down in hot climates outweighs the drop in aesthetic appeal.

One of the greatest advantages of the combat uniform is its black color, making it ideal for nighttime or low visibility operations and providing some form of natural camouflage. During daylight the uniform is more conspicuous, but its color also makes it easy to spot at relatively long distances by other

infantry units. The combat uniform is designed to fit the majority of bipedal humanoids working within Starfleet, and is tailored to individual troops in order to provide the maximum level of comfort and protection during wear. The black colored pants have a taper to them that makes them fit close around the upper and lower leg, running over the narrow black colored duty boot with a non-slip sole. The shaped material around the leg reduces the risk of catching the trousers on environmental hazards or pieces of equipment while they are being used or transported, and also aids ease of movement during maneuvers.

Multi-layered

The narrow fitting tunic worn over the standard issue undershirt is also black in color, and has a vertical fastening strip running up the back of the garment in order to reduce the risk of it being accidentally undone during combat. Comprising of two long sleeves connected to the relatively short main body, the upper chest area runs up to the neck forming a short protective collar, and has light padding incorporated underneath the outer material that provides additional comfort during sleep, and warmth within colder temperatures. The upper left and right sleeves feature a dark, red narrow band that is at the same level as the similarly colored front and rear upper chest piping that denotes the infantry uniform, with the shoulder sections of the tunic having a narrow pleated effect running down from the shoulders to the top of the red band.



The familiar Starfleet communicator is worn in the usual place on the left-hand side of the chest.

The combat uniform is split into two distinct parts; the upper section consists of a heavily-padded, long-sleeved tunic, while the trousers appear much like those worn as part of the regular duty uniform.

The vast majority of the combat uniform is made up of a resilient black material that can withstand harsh environmental conditions and the rigors of battle.

The trouser legs are made quite snugly in order to avoid cloth getting snagged and torn while in battle.



STAR TREK: Voyager

A-Z Episode Guide Part 1

'ALICE'

FILE 71 CARD 120



Lt. Tom Paris acquires a shuttlecraft from an alien trader, unaware that it features a personality of its own. **Alice**, as Paris dubs the vessel, is intent on controlling the pilot in order to effect a return to its own volatile region of space.



'ALLIANCES'

FILE 71 CARD 29

Captain Kathryn Janeway attempts to bring the **Trabe** and the **Kazon** together in a peaceful alliance, but soon finds that neither of the two species is ready to accept an existence without hostilities.



'ALTER EGO'

FILE 71 CARD 53

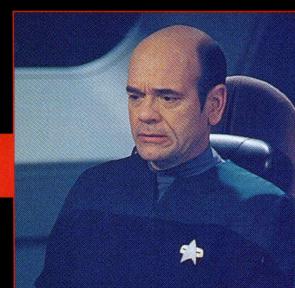


Ensign Harry Kim's infatuation with a **holodeck** character leads **Lt. Tuvok** to become closely involved with the beguiling **Marayna**, and a mysterious space station at the center of a rare astral phenomenon.

'ASHES TO ASHES'

FILE 71 CARD 133

The deceased **Ensign Lyndsay Ballard** returns to the **U.S.S. Voyager NCC-74656** after being resurrected by the mysterious **Kobali**. Ballard's hopes of resuming her former life aboard the **Starfleet** vessel are dashed, however, as her Kobali family arrive to reclaim her.



'AUTHOR, AUTHOR'

FILE 71 CARD 160



The **Doctor**'s attempt to write a holonovel, 'Photons be Free,' causes trouble for the crew of the **U.S.S. Voyager NCC-74656**. Even more troubling, however, is the fact that it brings into question the Doctor's rights as a sentient individual.



'BARGE OF THE DEAD'

FILE 71 CARD 118

An incident aboard a shuttlecraft provides **Lt. B'Elanna Torres** with a glimpse of the **Klingon** afterlife – the **Barge of the Dead** – which she becomes intent on returning to when she discovers that her mother is also a passenger aboard the mythical ship.

'BASICS', PART I

FILE 71 CARD 41



The **U.S.S. Voyager NCC-74656** suffers a series of violent attacks masterminded and conducted by **Seska** and the **Kazon Nistrim**. The starship ultimately falls to its brutal attackers, and the **Starfleet** crew are left stranded on the hostile world of **Hanon IV** as their vessel departs without them.



'BASICS', PART II

FILE 71 CARD 41

As **Captain Kathryn Janeway** and her crew adapt to life on **Hanon IV**, **Lt. Tom Paris** gathers the support of the **Talaxians**, as well as the **Doctor** and the **Betazoid** murderer **Lon Suder**, in an attempt to retake the **U.S.S. Voyager NCC-74656** from the **Kazon Nistrim**.

STAR TREK: Voyager A-Z Episode Guide Part 1



'BEFORE AND AFTER'

FILE 71 CARD 60

Kes experiences her entire life in reverse, slipping from old age back to her birth on the **Ocampa** homeworld, as the **Doctor** tries a radical procedure to prolong her short, nine-year lifespan.

'BLINK OF AN EYE'

FILE 71 CARD 127



The **U.S.S. Voyager NCC-74656** becomes trapped in orbit of a unique **time differential planet**, allowing the **Starfleet** crew to witness the rapid evolution of the native humanoid species over the course of just a few days.

'BLISS'

FILE 71 CARD 105

An immense spaceborne life form convinces the crew of the **U.S.S. Voyager NCC-74656** that they are on the verge of returning home, and only **Seven of Nine** and a grizzled, vengeance-ridden hunter named **Qatai** offer hope of salvation.

'BLOOD FEVER'

FILE 71 CARD 55



Ensign Vorik experiences the **Pon farr**, and unwittingly transfers the seven-year mating urge onto **Lt. B'Elanna Torres**. The confused and violent Torres must in turn look to **Lt. Tom Paris** to save her life during an away mission.

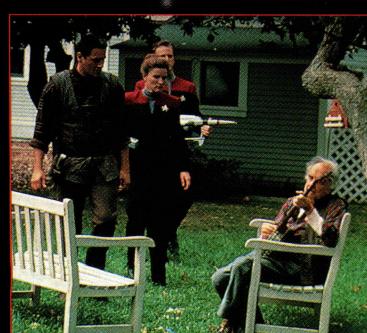
'BODY AND SOUL'

FILE 71 CARD 147

In order to prevent the **Doctor**'s program from being decompiled by the **Lokirrim**, **Seven of Nine** hides the photonic physician within her own implants. The Doctor's dominant personality soon comes to the fore in Seven's organic form, however.

'BRIDE OF CHAOTICA!'

FILE 71 CARD 103



The **U.S.S. Voyager NCC-74656**'s holodeck becomes the battleground for a war between **photonic aliens** and **Dr. Chaotica**, and only **Captain Kathryn Janeway** as **Arachnia, Queen of the Spider People** holds the key to its conclusion.

'CARETAKER'

FILE 71 CARD 1

During its maiden voyage to search the **Badlands** for a missing **Maquis Fighter**, the **U.S.S. Voyager NCC-74656** is swept into the **Delta Quadrant** where it encounters the dying **Caretaker** – an encounter that leads **Captain Kathryn Janeway** to make the most difficult decision of her career.

'CATHEXIS'

FILE 71 CARD 12



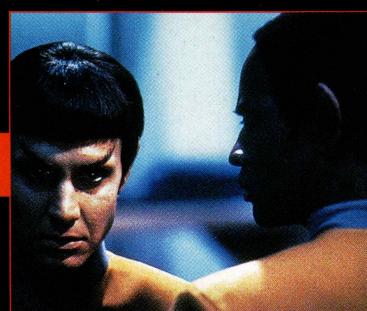
Commander Chakotay's consciousness becomes separated from his body when the shuttlecraft that he and **Lt. Tuvok** are traveling aboard is attacked. With the **U.S.S. Voyager NCC-74656** investigating the attack, the commander must find a way to warn against entering a dangerous nebula.



'CHILD'S PLAY'

FILE 71 CARD 134

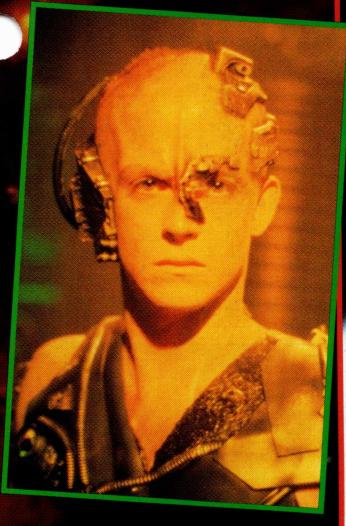
The crew of the **U.S.S. Voyager NCC-74656** return **Icheb** to his people, only to discover that his seemingly loving parents have engineered the youngster for a greater, sacrificial destiny.





OFFICIAL

STAR TREK® FACT FILES 258

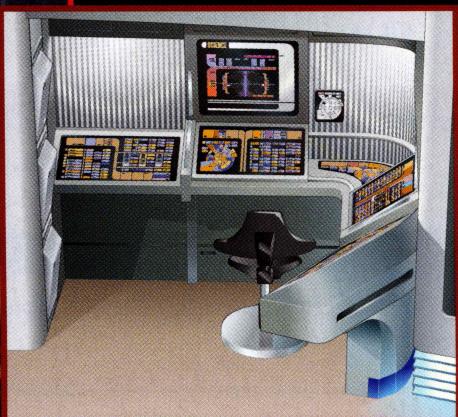


The Nekrit Supply Depot
Alien traders in the Nekrit Expanse

Sisko and the Dominion
Living through the war

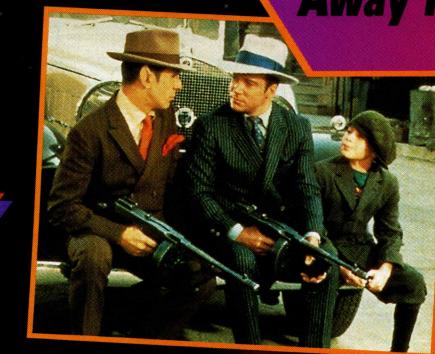
Icheb
Borg child to Starfleet teen

The Federation Index
Rules, regulations, and member worlds



VOYAGER Science Station
Bridge-based research center

Away Mission Adventures
Types of landing party



EARTH'S SOLAR SYSTEM
Colonizing the known Galaxy

ISSN 1364-3983

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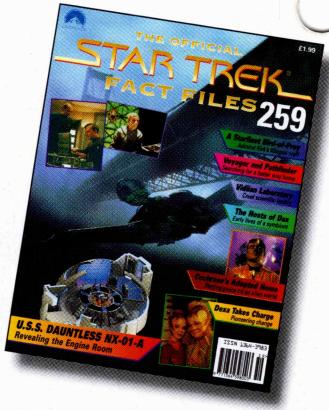
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ZEFRAM COCHRANE's Planet

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 66

THE PETS INDEX

Over the centuries, the officers of **Starfleet** have looked to their pets for comfort and companionship while in and out of service. These creatures range from the traditional feline and equine varieties to more technological and exotic incarnations.

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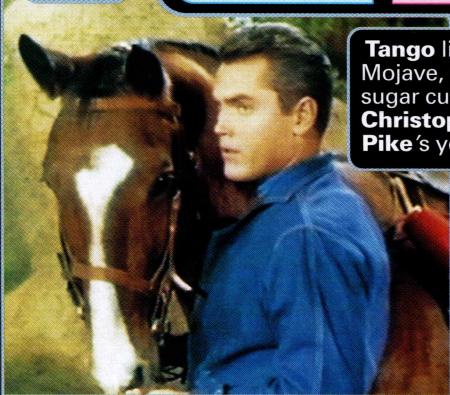
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Tango

FILE 67

CARD 1



Tango lives in Mojave, and likes sugar cubes during Christopher Pike's youth.

Tribbles are soft, furry, and warm hermaphroditic creatures that have a calming effect over whoever strokes them, with the exception of the hateful **Klingons**.

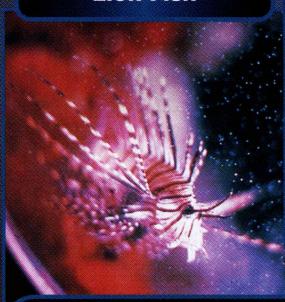
Tribbles



FILE 18 CARD 8



Picard's Australian Lion Fish



Captain Jean-Luc Picard's Lion Fish, unofficially known as **Livingston**, resides in the salt-water aquarium in his ready room.

FILE 69 CARD 1

One of the few normal aspects of Lt. Tasha Yar's childhood on the treacherous **Turkana IV** was the comfort she derived from her pet kitten.

Tasha Yar's Cat



FILE 69 CARD 5

Spock's Sehlat



A **Sehlat** is a **Vulcan** animal resembling a teddy bear, but with six-inch fangs.

FILE 68 CARD 43

Worf's Targ



Lt. Worf had a pet **targ** in his youth. It is a vicious and destructive pig-like animal with spikes.

FILE 69 CARD 5

Spot

FILE 58 CARD 25



THE PET INDEX

FILE 1 CARD 66



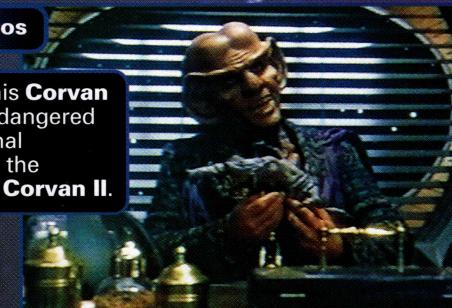
Christina
Christina is a Lycosa tarantula kept by Chief Miles O'Brien once cured of his arachnophobia.



FILE 69 CARD 124

Corvan Gilvos

Quark pets his **Corvan givos**, an endangered stick-like animal indigenous to the rainforests of **Corvan II**.



Molly is left behind on Earth, in **Mark's** care when **Captain Kathryn Janeway** is stranded in the Delta Quadrant.



FILE 70 CARD 10

Kirk's Horse

FILE 71 CARD 1

Molly



FILE 74 CARD 1



FILE 78 CARD 6

Kruege's Pet



Commander Kruege's dog is a monstrous looking animal that sees the **Klingon** as his one and only master. It is killed in 2285.

Spectrum is projected in the same way as its **isomorphic** minder. He is content in his fishbowl.



FILE 71 CARD 70

FILE 66 CARD 34A

Dr. Lewis Zimmerman keeps **Leonard** the holographic iguana as a pet in his laboratory. Leo's sedentary existence leads to his weight and mobility problems.

Holographic Animals



Roy the Holographic Fly



Leonard the Iguana

Roy is **Dr. Lewis Zimmerman's** smallest holographic creation. He was commissioned by **Starfleet Intelligence**, but never served. He is swatted to death by the Doctor in 2376.



Captain Jean-Luc Picard loves his white Arabian mare, and considers a hard ride incredibly invigorating.

Picard's Holographic Horse

FILE 69 CARD 40

FILE 71 CARD 139

The Guide to the STAR TREK Galaxy

FILE 4 CARD 42



STAR SYSTEMS



STAR SYSTEMS

THE SOL SYSTEM

The Sol System is not home to the most technologically advanced indigenous race, but it quickly becomes the epicenter of communications for the free worlds.

The Sol System lies at the very heart of the **United Federation of Planets**, in **Sector 001**. It is the home of Earth and eight other planets, which orbit a **G-type** star, called the Sun.

The focus of attention in the Sol System is, as it always has been, Earth; although there are now a number of colonies and space stations that act as home to many millions of people, scattered throughout the Sol System.

First residents

Initially simply the home of the human race, since **First Contact** with the **Vulcans** in 2063, and especially since the later founding of the Federation, Earth and the rest of the Sol System has become a cosmopolitan point of convergence for many intelligent species.

To emphasize its significance, Earth plays host to **Starfleet Command**, **Starfleet Academy**, the **Federation Council**, and the offices of the **President** of the United Federation of Planets.

Crossroads of the Galaxy

In the 24th century, Earth is a veritable paradise. There is virtually no poverty, no crime, and all the nations live peacefully side-by-side. The planet is threatened a number of times by extraterrestrial forces such as the **V'Ger** probe, however. By the 24th century, **Starfleet** establishes the **Mars Defense Perimeter**, which possesses the capability to launch unmanned craft, with search and destroy capabilities, against attack vessels. The **Borg**, the **Dominion**, and the **Breen** have little trouble by-passing this



► *The office of the Federation President is found in the ancient Earth city, Paris. The presidents may change, but the office remains the same.*



► *In the 23rd century, Earth's orbit is dominated by the vast SPACEDOCK facility that services Federation starships.*

► *Starfleet Academy is the training facility for all Starfleet personnel located in the Presidio in San Francisco.*

► *During their attacks on Earth, however.*

► *During the 20th and early 21st centuries, mankind gradually explores more and more of the*



Sol System, first with robotic spaceprobes and later with manned vessels.

Tragically, this wave of exploration is abruptly halted in 2053 by the **Third World War**. The Earth-Saturn probe, the first manned flight to Saturn, captained by **Colonel Shaun Geoffrey Christopher**, has recently completed its mission, when a massive nuclear exchange engulfs the Earth, razing most of the world's major cities, and toppling most national governments.

A PLACE OF HISTORY

Starfleet's Utopia Planitia Fleet Yards

The fleet yards at *Utopia Planitia* are a major facility that sprawls across the surface and orbit of the planet. It has been built on a site of intense historical interest because it was in *Utopia Planitia* that the second robotic spacecraft to land on Mars, *Viking 2*, touched down in 1976. The *U.S.S. Enterprise NCC-1701-D* was built at the *Utopia Planitia* yards under the supervision of Commander Orfil Quinteros. Following the battle with the Borg at Wolf 359, Lt. Commander Benjamin Sisko was assigned to the *Utopia Yards* for three years.

► *UTOPIA PLANITIA FLEET YARDS* are located on the outskirts of Mars. It is a busy place for repairs and upgrades on visiting starships.



Designation	The Sol System	
Sector	001	Quadrant Alpha
Primary star	Sol	
Inhabitants	Initially inhabited by only humanoid Earthlings, later plays host to a variety of intelligent life forms.	
Atmosphere	Each planet in the system has a different ecosphere.	
Features	Earth remains the most popular place to live in the Sol System, but Mars and Jupiter are also colonized.	
Starship Log	STAR TREK: The Original Series, STAR TREK: THE NEXT GENERATION, STAR TREK: DEEP SPACE NINE, STAR TREK: VOYAGER	

SEE OTHER FILES...

STAR TREK:
The Original Series.....File 68

STAR TREK: THE NEXT GENERATION.....File 69

STAR TREK:
DEEP SPACE NINE.....File 70

STAR TREK: VOYAGER.....File 71

GALAXY FACTS

► In 2105, just two years after the establishment of the Martian Colonies, an energy being, called Redjac, commits 10 murders in order to feed off the fearful emotions the atrocities generated.

► The asteroid belt, a source of unimaginable mineral wealth, is used by Starfleet Academy to teach its cadet pilots how to dodge asteroids.

Following a mini-dark age that lasts a decade, and is known as the **Post-Atomic Horror**, Zefram Cochrane builds and tests the first warp drive on April 4th 2063, attracting the attention of the Vulcans.

Making contact

This single event galvanizes the human race, and leads to a new period of exploration and wonder.

Mankind spreads throughout the Sol System as never before. Mars and the Moon are obviously places to colonize. During 2103, the Martian colonies are established. The **Fundamental Declarations of the Martian Colonies** is now upheld as an important legal document pertaining to the rights of the individual. Mars is also home to Starfleet's **Utopia Planitia Fleet Yards**.

Earth is ringed by Starfleet facilities and dry docks such as the **San Francisco Yards**, where the **U.S.S. Enterprise NCC-1701** and **McKinley Station** are built, in addition to an upgrade facility capable of servicing even the large, **Galaxy**-class starships such as the **U.S.S. Enterprise NCC-1701-D**.

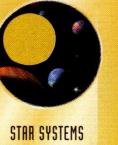
The Earth's moon has also undergone a radical transformation by the 24th century. It is now the



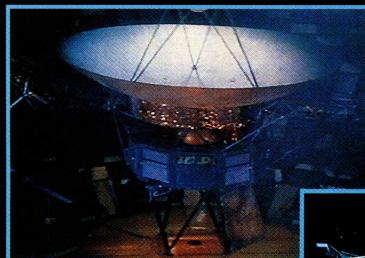
The Guide to the STAR TREK Galaxy

FILE 4 CARD 42

THE SOL SYSTEM



STAR SYSTEMS



home of 50 million souls, living in places as diverse as **Tycho City**, **Lake Armstrong**, and, significantly, **New Berlin**. This prominent city hosts the **mazurka festival**, a celebration of Polish folk dance and music.

These are not the only worlds to be colonized, a long-term Federation plan sees that by 2371, a number of terraforming stations are established on Venus. Starfleet also use this world for pilot training as the restless atmosphere provides an ideal training ground for pilots learning to deal with atmospheric storms.

Undesirable areas

The gas giants of the outer Sol System, however, have not proved to be a favored place for colonization. These worlds are **Class-J**, but many have large families of rock and ice moons that can be terraformed, or made suitable for colonization by the use of pressure domes and underground habitats. No wide-scale colonization has taken place, despite this, although a number of space stations and Starfleet facilities have been set up. These include **Outpost 92** near Jupiter, which reports the Borg's first incursion into the Sol System, and **Jupiter Station**, home of Starfleet's **Holoprogramming Center**, where work is carried out on the **Emergency Medical Hologram (EMH)**.

The next planet in the



► *Voyager VI poses a threat to the Sol System after it comes into contact with a planet of living machines on the other side of the Galaxy, and it gains destructive power.*

► *The Sol System is well fortified, but even Earth's defenses can be broken through as recorded when the Borg attempted to assimilate Earth in 2373.*



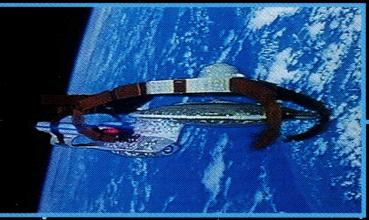
Sol System is the ringed world, Saturn. Here, Starfleet maintain their **Academy Flight Range** because of Saturn's remoteness in the Sol System.

The inner worlds of the Solar System are well used by inhabitants, but in general it appears that the human race prefers to push out into space, to find new worlds.

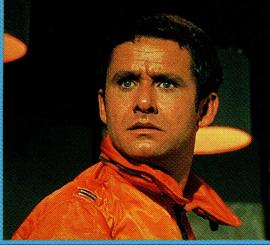
► **JUPITER STATION** is the facility at which Dr. Zimmerman conducts most of his research.



► *The SAN FRANCISCO YARDS is a drydock facility that orbits planet Earth in the Sol System. Ships are upgraded here.*



► *Earth is considered the most hospitable planet in the Sol System for centuries.*



► *Captain John Christopher is exposed to the 23rd-century technology - his son mans an early probe.*



► *The Vulcans engage in First Contact with Earthlings in 2063, after detecting Zefram Cochrane's warp signature.*

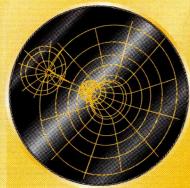
NEW WORLD

Terraforming Venus

Turning the hostile atmosphere of Venus into something breathable is a challenge, even by 24th-century standards. Venus is a hellishly hot world because it is constantly wrapped in a thick blanket of cloud, which causes a runaway greenhouse effect. The intense heat of the surface, of over 450°C, has long since evaporated all water from the planet. Also, the clouds are made of highly corrosive sulphurous compounds. The fact that terraforming is taking place is a strong indication of just how advanced the Federation's technology has become.

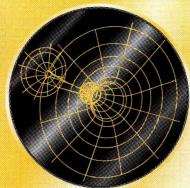
► *A typical terraforming operation system looks anomalous in the inhospitable planets it landscapes.*





The Guide to the STAR TREK Galaxy

FILE 5 CARD 2A



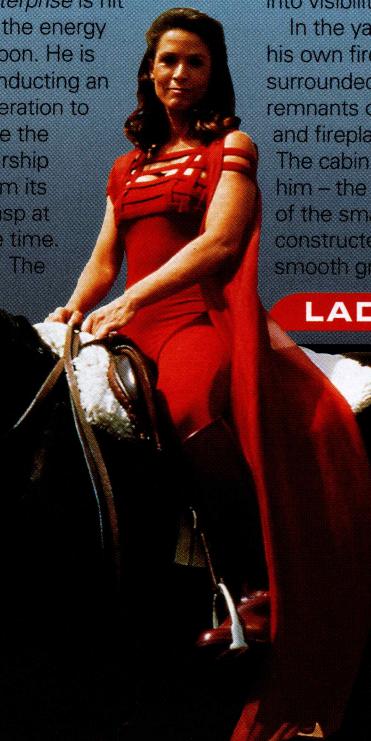
CAPTAIN JAMES T. KIRK'S NEXUS REALITY

The **Nexus** is a lesson in wish fulfillment. It is a nonlinear temporal continuum in which an individual's innermost desires are granted. Reality changes to accommodate whatever is desired: missed opportunities, regrets, and happiest moments relived.

The **Nexus** manifests itself to the uninitiated as a temporal flux phenomenon that crosses the Galaxy once every 39 years. This is the gateway into one's own perfect world, where to outsiders one seems lost forever or dead, but is in actual fact in a state of unknown suspension.

Captain James T. Kirk is restlessly sitting through his retirement on the inaugural launch of the **U.S.S. Enterprise NCC-1701-B**, when he comes into contact with the **Nexus**. In 2293 he is lost to **Starfleet**, and believed dead, when he is swept away through a hull breach after the **Enterprise** is hit by the energy ribbon. He is conducting an operation to free the starship from its grasp at the time.

The



legendary Captain Kirk is believed missing in action, and more realistically dead for over 70 years, until his paradise is interrupted by the arrival of **Captain Jean-Luc Picard**. Kirk believes he has just arrived here too, and when he receives his visitor from the future, he is in his old log cabin.

Mountain high

Kirk's cabin is set high in a rocky mountain chain, in the isolated splendor of nature. He bought this home after his first retirement from active duty in Starfleet in the late 2270's. The cabin is approached by walking up a gentle incline, and from among the trees the structure comes into visibility.

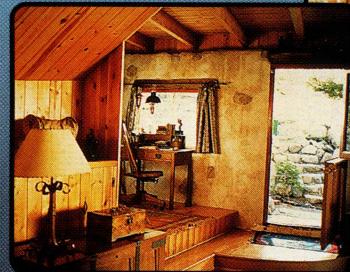
In the yard, Kirk chops his own firewood, he is surrounded by the remnants of felled trees, and fireplace-size logs. The cabin rises behind him – the base, and parts of the small courtyard, constructed from large, smooth gray stones. The

bottom storey of the house makes its foundations from this material. The top floor is shingled with cedar and features a large picture window.

Comfort zone

Entry to the cabin is gained through the front of the house; a small door is flanked on either side by medium-sized windows. Upon crossing the threshold, a fireplace is located to the left, the bottom of a staircase to the right, and beyond the living

► James T. Kirk is as comfortable in the kitchen, though not as proficient, as he is in the captain's chair. The area is well lit, and suitable for culinary and gastronomic experimentation.



► Captain James T. Kirk stacks and chops wood in the area in front of his log cabin. His love of the outdoors is a source of relaxation for him.



► Inside the cabin, tucked discreetly into one of the wooden walls is a Starfleet diagnostic display screen.



► The inside of the cabin is decorated in natural earth materials, utilizing a variety of timbers, with most of the furniture constructed from wood. A light and airy feeling prevails.

LADY IN RED

Love lost

Antonia is the ultimate love of Captain James T. Kirk's life. Of all his lovers, she is the one woman with whom he always looked back upon with regret; she was the woman that he believed he could spend the rest of his life with. He first meets her in the wild hills of Idaho. His

► Antonia's red outfit is an eye-catcher. The bodice of her top is intricately woven, and a cape falls from her shoulder to past her stirrups.

first sight of her shows her silhouetted against the sky: a graceful figure sheathed in red atop a black steed. She has dark brown hair flowing loosely about her shoulders, and pale milky skin; her red jump suit tapers sleekly from her waist to her ankles under a knee-high pair of red boots. The heart-wrenching lull of love, however, is not strong enough to tie Kirk to her, and he leaves her in the breeze yet again.

The Guide to the STAR TREK Galaxy

FILE 5 CARD 2A



SPACE
PHENOMENA



SPACE
PHENOMENA

▼ Kirk's cabin is set high in a glorious mountain chain. Coniferous trees abound, and light shines off the surrounding snowy peaks.



▼ Kirk is delighted and puzzled to be reunited with his Great Dane Butler. His beloved pet died seven years earlier to this visit to his cabin.

▼ Kirk leaps over the dangerous chasm in the hills of Idaho. He has taken the jump over 50 times, but this time something feels different, he is not sure what.

area, a kitchen, and working island flanks the back wall. This is the only interior room that is actually seen in the open plan of the bottom floor of Kirk's cabin. Kirk proves himself reasonably proficient in the kitchen as he grabs **Ktarian** eggs and spices for his breakfast-in-bed treat for his partner. Everything is where it is supposed to be even though this is no longer his home.

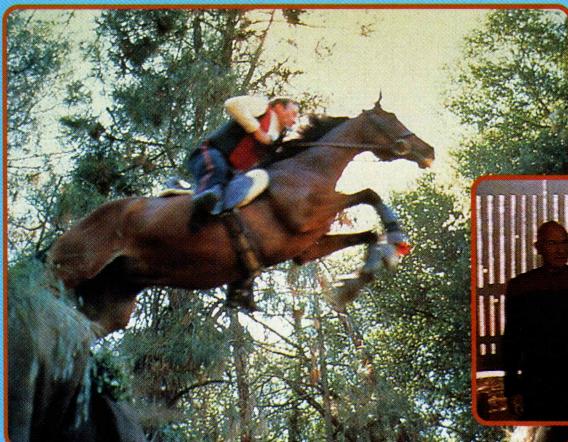
Woody enclave

The walls are paneled with a material that resembles a polished pine, and this finish leads up to the second floor of the house. Here Kirk addresses his love **Antonia** through the door, but the inside of the bedroom is never seen from the interior of the house, or through its vista window.

Through this door, Kirk walks into the barn to

where he keeps his favorite horse. This scene is from a time 11 years earlier, in his uncle's barn in Idaho. This is the day he first met Antonia; he will mend their history from the beginning. He is an accomplished equestrian, and loves the thrill of the rides; he mounts his mare and takes off through the mountains to rendezvous with his sweetheart. He admits he has always regretted not asking Antonia to marry him, and he will not make the same mistake again. Kirk seems unperturbed that he cannot remember how long he has been here, that he is wearing his Starfleet uniform, that Picard has intruded on his paradise, or that he has walked from his cabin through to a barn.

The seamlessness of this pure joy begins to unravel when Kirk jumps his horse across a chasm over two



meters wide. Every time he has made this jump before he was terrified. This time the thrill is not there. He jumps it again, but that old feeling is missing.

This is when Kirk realizes that this is not real, that he is not righting the wrongs of unrequited love, that this is not his purpose in life. His foremost regret – there are a few – is that he surrendered his captaincy.

The excitement and adventure on the bridge of a starship is what he really wants, he needs the sense of purpose that his years in Starfleet gave him; he will not regain that if he rectifies his unrequited love for Antonia.

What is left behind

Kirk decides to leave the Nexus with Picard. He accepts that he will now

GALAXY FACTS

● First known contact with the Nexus occurs in 2293 when it sweeps across the Sol Sector.

● Described by one individual torn from the folds of the Nexus, the experience there is "like being wrapped in joy." Those who have been taken from the Nexus spend their life trying to return, or forget.

▼ The top stairs of Kirk's cabin lead into his uncle's barn in Idaho. Everything looks the same as it did the day he first met the love of his life, Antonia.



never be able to relive his days with Antonia, but he has one last chance to turn the clock back. Kirk and Picard take advantage of the temporal flux of the Nexus, and return to a point in time on **Veridian III** before **Dr. Tolan Soran** has destroyed the **Veridian System**. Kirk dies his final death in his act of courage to foil Soran, and once again recovers his sense of purpose.

SOUVENIR WEAPONRY

Badges of Honor

Inside Captain James T. Kirk's mountain cabin hideaway is a small shrine to his battles and triumphs past. On the wall, surrounding an artist's rendition of the **U.S.S. Enterprise NCC-1701**, he has mounted a collection of weaponry from past exploits. In addition to Starfleet issue phasers, he has hung ancient pistols, a Klingon bat'leth, and a variety of daggers. This wall pays homage to the warriors he has fought, killed, and befriended. It is a testament that Kirk has the courage of his convictions, and a respect for those he has left behind.

▼ Kirk keeps a corner of his cabin for souvenirs from his Starfleet career. Pictures of his old ship and crew share space with various ancient Earth, Federation, and Klingon weapons.



▼ Kirk keeps a small selection of alcoholic beverages on the cabinet under his souvenirs. He may offer drinks to visitors, and reminisce over their experiences in the comfortable surroundings of his mountain home.



STARFLEET ACADEMY

PROCEDURES

AWAY MISSIONS

Away missions are an integral element of Starfleet's exploration and safe passage through the Galaxy. The data compiled is vital to its continued success.

Away mission is a **Starfleet** term for an assignment that requires a group of personnel to leave their assigned starship or **starbase** in order to visit another planet, vessel, or structure. Originally called boarding or landing parties during the 23rd century, the title is changed to the more generic away mission by the 24th century, although the wide nature of the missions remains the same.

Away teams assigned to participate within these missions usually consist of a senior officer, mission specialist or science officer, and security personnel depending on the nature of the objective. These missions are at the discretion of the commanding officer, and they often form the only reliable method of gaining information on the conditions of a planet, or facility. It is an accepted fact that certain kinds of away missions have a degree of personal danger to the members of the away team. Personnel can be issued with protective clothing, defensive weaponry, and the most up-to-date data regarding conditions, but there is always a risk involved.

True reconnaissance

Away missions have been regularly carried out for the majority of Starfleet's existence, and have formed the basis of extensive scientific studies and many **First Contact** scenarios. Starfleet personnel understand the balance that has to be struck while visiting new planets, as it is extremely easy to completely alter a developing culture through accidental, or deliberate interference.

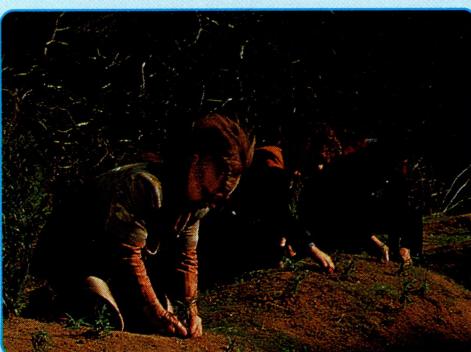
One of the most common forms of away mission falls into the category of archeological, anthropological, and sociological, where Starfleet specialists take the opportunity to study ancient ruins of long-dead civilizations, or observe societies as they develop, often with the use of duck blind technology. Archeological investigations are usually benign, but can house hidden dangers. In 2267, sociologist **Lindstrom**

of the **U.S.S. Enterprise NCC-1701** helps to establish a new society independent of the planetary computer **Landru** on the planet **Beta III**, using his extensive knowledge and observations as a member of the away team to aid the planet's populace. In 2366, **U.S.S. Enterprise NCC-1701-D** archeologist **Lt. Marla Aster** is killed by an ancient **Koinonian** bomb while investigating ruins of this civilization. Information on a race's current state of development, its belief systems, laws, and political breakdown will be catalogued and processed back on board the away team's ship for inclusion in the Starfleet database.

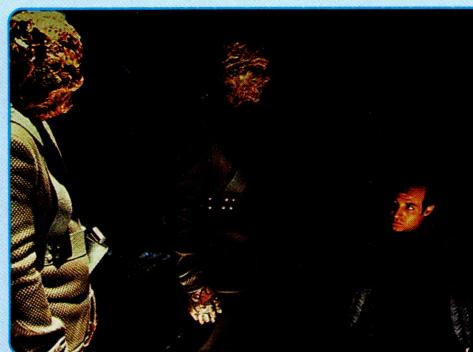
Risky business

One of Starfleet's major objectives is scientific research, and the majority of away missions take the form of planetary surveys. Scientific data regarding environmental conditions, indigenous species of fauna and flora, and geological information is routinely recorded on any planet that is visited by Starfleet; the data is added to the extensive **LCARS** network for use by other Starfleet vessels and personnel. There are a multitude of scientific surveys, but good examples of the dangers faced during even the most routine away missions include the injuries sustained by an away team sent by **Commander Kathryn Janeway** while serving on the **U.S.S. Billings** during a survey of a volcanic moon; **Commander William Riker**'s near death encounter from the plant neurotoxins that infect him during a survey of the planet **Surata IV** in 2365; and **Crewman Peter Durst** of the **U.S.S. Voyager NCC-74656** murder by a **Vidiiian** scientist while investigating magnesite formations on **Avery III** in 2371.

Special mention of the away missions constantly carried out by the crew of *Voyager* while traveling through the **Delta Quadrant** should be made, as the unique situation faced by the crew leads to the majority of their objectives comprising of hunts for desperately needed raw



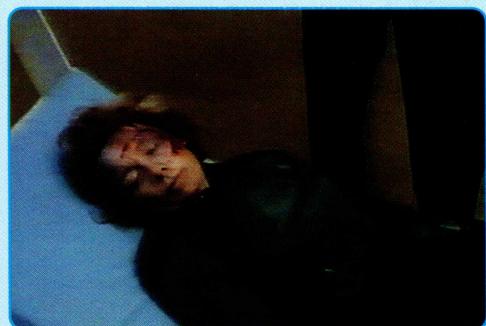
The crew of **U.S.S. VOYAGER NCC-74656** becomes accustomed to away missions. They must search for supplies that will sustain them all the way home.



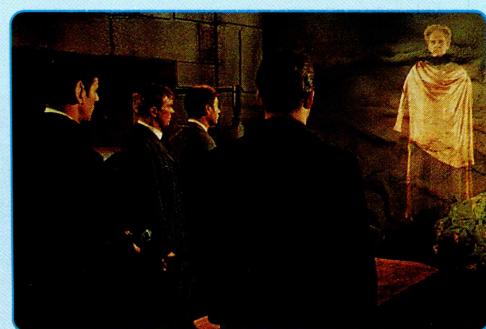
There is always the possibility of danger on away missions. Crewman Peter Durst meets an untimely end when he encounters the Vidiians while surveying Avery III.



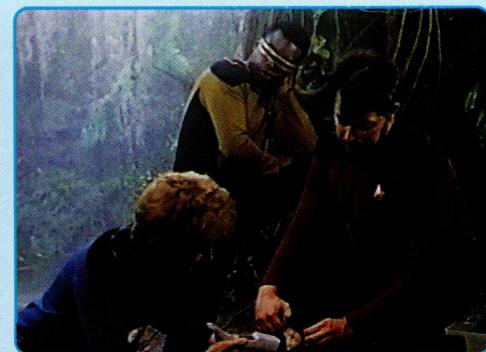
An away team to **Vilmor II** discovers that all life began when an ancient humanoid civilization spread its DNA across the Galaxy to ensure its continuation.



Lt. Marla Aster, an archeologist aboard the **U.S.S. ENTERPRISE NCC-1701-D**, is killed while on an away mission to discover the secrets of the Koinonian civilization.



An away team from the **U.S.S. ENTERPRISE NCC-1701** is responsible for liberating a society from the grips of the computer **Landru** on **Beta III**.



Danger on away missions comes from the unknown. Commander Riker learns this lesson while on **Surata IV** when he is injured by a plant species.



FILE 19 A Guide to FEDERATION STARFLEET



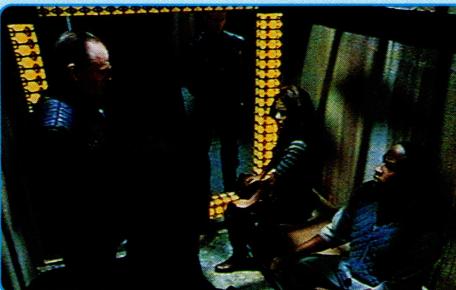
▲ The search for supplies ensures that the crew of the U.S.S. VOYAGER NCC-74656 make First Contact with new species.

materials and supplies. Multiple teams are often sent out to search for **dilithium**, **vorilium**, and fresh foodstuffs, and the crew becomes well versed in trade and bartering away missions, leading to **Neelix** becoming the official ambassador for the **Intrepid**-class vessel. The reception experienced by the crew varies from welcoming to hostile, such as the arrest of **Lt. Tuvok** and **Lt. B'Elanna Torres** by agents of the **Mokra Order** in 2372. On the whole the various missions are successful in securing enough supplies to sustain the vessel on its seven-year journey back to the **Alpha Quadrant**.

Search and rescue

Starfleet prides itself on being a peaceful organization, but as a precaution its personnel are fully trained in weaponry and combat. Search and rescue away missions can prove to be vital in securing **Federation** or non-Federation personnel from hostile forces, as well as covert investigations of conditions on a planet or vessel. One of the most daring rescues takes place in 2366, when a team from the *U.S.S. Enterprise NCC-1701-D* retrieves **Locutus** from a **Borg cube**.

There are several other notable occasions when Starfleet away missions lead to the preservation of life – the individual's and the

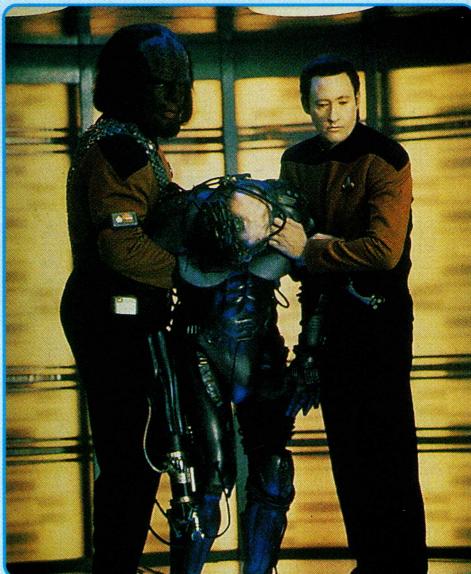


▲ Lt. B'Elanna Torres and Lt. Tuvok are captured by the Mokra Order during a particularly dangerous away mission.

masses'. Early in his career **Captain Jean-Luc Picard** leads a heroic away mission to rescue an ambassador from the planet **Milika III**. In 2269, an extensive search of the planetoid **Holberg 917G** is conducted by members of the *U.S.S. Enterprise NCC-1701* for the **Rigelian Fever** antidote **ryetalyn** in order to save the crew of the ship. In 2369, the routine investigation of the *U.S.S. Jenolen NCC-2010*'s wreckage on the surface of a **Dyson Sphere** leads to the discovery of **Captain Montgomery Scott**.

A variety of missions

Investigative and covert away missions are often conducted to minimize the possibility of affecting a planet or society, such as the mission to retrieve photographic evidence of the *U.S.S. Enterprise NCC-1701* from Omaha Air Base in July 1969. A high percentage of contact between away teams and other races takes the form of diplomatic missions, although this often requires extensive preliminary briefings on local customs, laws, and beliefs. The routine maintenance of equipment is one of the less glamorous missions, but nevertheless important, such as the team assigned to the automated communication and astrogation station on the planetoid **Gamma II** in 2268.



▲ Search and rescue away missions can be very dangerous as Lt. Worf and Lt. Commander Data find out when they board a BORG CUBE in order to rescue Captain Picard.



▲ Captain Scott is discovered by accident when the crew of the U.S.S. ENTERPRISE NCC-1701-D investigate the wreckage of the U.S.S. JENOLEN NCC-2010.



Infectious

The U.S.S. ENTERPRISE NCC-1701 is nearly destroyed by a virus picked up by an away team while on a mission.



Seniority

The young Lt. Galway meets her untimely death when she contracts a fatal aging disease while part of a landing party.



▲ When the U.S.S. ENTERPRISE NCC-1701 travels back in time, a covert landing party has to be carried out to retrieve photographic evidence of the starship.



▲ Captain Jean-Luc Picard is sent on a covert mission to investigate the possibility that the Cardassians are creating new biogenic weapons.

PERSONNEL IN PERIL

Away Mission dangers

Any kind of away mission can present potential danger to its team members, but if a senior officer feels the risks outweigh the benefits the mission will not take place. **William Riker**, acting as executive officer aboard the *U.S.S. Hood NCC-42296*, refuses to allow **Captain Robert DeSoto** from beaming down to **Altair III** because he feels it is too dangerous. In 2369, **Captain Jean-Luc Picard** nearly dies from injuries sustained from a Lenarian attack with a compressed tetryon beam while taking part in an away mission. Several crew members die during away missions in the history of Starfleet, either from involvement in direct conflict with native races to contracting diseases or being killed by environmental conditions. In 2267, **Lt. Galway** of the *U.S.S. Enterprise NCC-1701* contracts the hyperaccelerated aging disease that kills the small colony she investigates on **Gamma Hydra IV**, and subsequently dies of its effects. A year earlier in 2266, the **Psi 2000** virus nearly results in the destruction of the *Enterprise* after an away team contracts the virulent disease organism. These examples illustrate how dangerous away missions can be after initial planetary visit, even when conditions appear to be normal.



FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

SCIENCE STATION

BRIEFING:

FUNCTION AND LAYOUT

The *Intrepid*-class **U.S.S. Voyager NCC-74656** is primarily designed for long-range exploration and scientific investigation, and while **Captain Kathryn Janeway**'s primary goal is to return her crew home safely to the **Alpha Quadrant**, the ship does not waste any opportunities to carry out detailed studies of astral phenomena.

In the name of science

Voyager is equipped with state-of-the-art sensors, scientific equipment, and several mission specialists within its crew; these legitimize the requirement for a permanent science station to be included in the various monitoring and control systems of the main bridge. Certain aspects of the science station's functions can be diverted to the operations, tactical, or even the captain's position, but the area's careful design and integration of a large number of vital systems ensure a designated workstation.

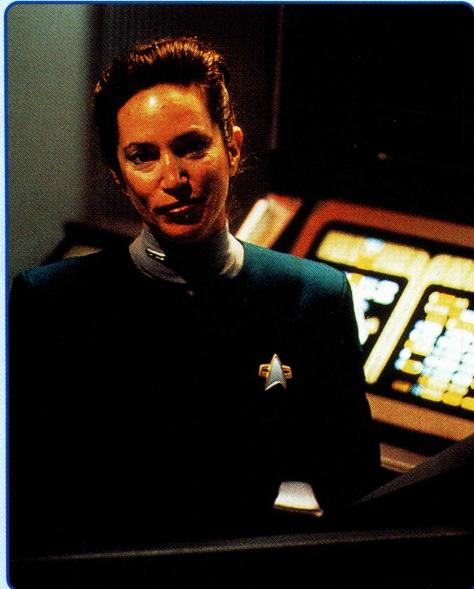
The science station is located on the most forward position of the port side, directly opposite the identically designed engineering

station II station to its right. This places it on the lower forward section of the bridge, adjacent to the senior officer's briefing room that is entered through a set of double doors.

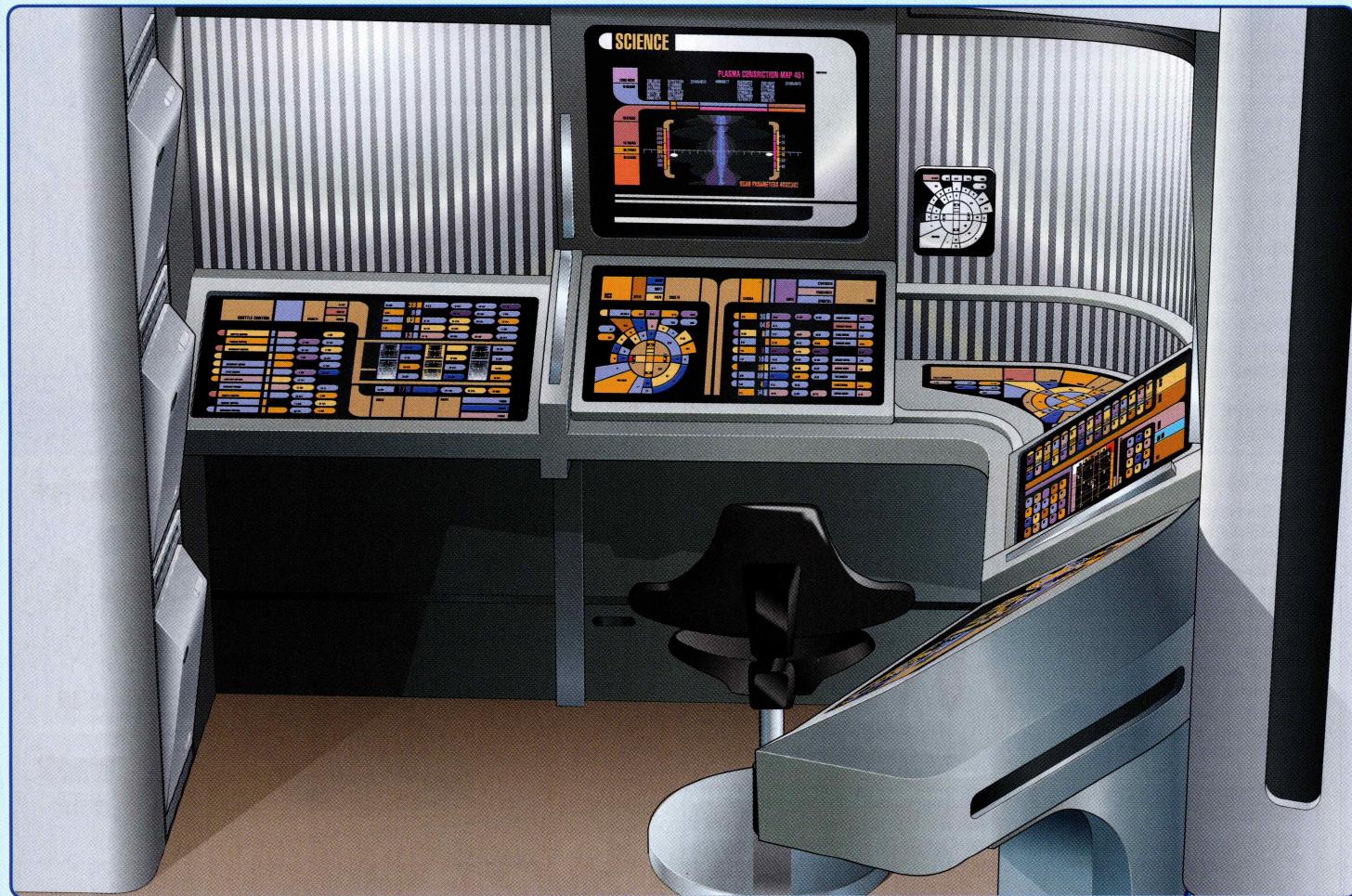
The science station has a wraparound design, with the far right console projecting outward from the dark brown bulkhead plates forming the interior wall of the station, allowing the operative to have an acutely angled, but nevertheless clear view of the main viewscreen to the right. This careful functionality mirrors the design of Engineering II, with these narrow consoles featuring a wide array of control surfaces allowing the crew member on duty to manipulate these interfaces while having the viewscreen in sight at all times.

Enlightening

The science station is housed within a rectangular booth set into the interior bulkhead plates of the main bridge, and is illuminated by a number of rectangular overhead panels built into the lowered ceiling of the area. Secondary lighting is provided by a series of striplights mounted directly above the silver colored



The location and arrangement of the science station allows multiple personnel to observe the systems monitors.



The science station on the main bridge is located to the front left of the captain's chair. It is constructed as a self-contained unit, and only one swivel chair is provided in the area. The diagnostic consoles are designed to use the range of the operative's vision and arm mobility – the desk space creates a 90 degree angle around the seating area.

FILE 29 U.S.S. VOYAGER NCC-74656

vertically ribbed walls that form the majority of the facing surfaces for the operative, with the angled screens reducing reflection and glare from the light sources.

Station consoles

Working from right to left, the extending narrow console referred to as **LCARS** **Ergonomic Access I** provides a condensed overview of the science station's primary functions, and allows the operative to monitor and manipulate the majority of systems from this one area. More detailed data is available on the other consoles to the side and behind the duty personnel, with the compact design of the area allowing fast access and retrieval of data from a mobile seated position. LCARS Ergonomic Access I is a flat angled panel built into the standard **Starfleet** light brown colored housing, and features controls allowing flight operations to be switched to manual via the X-Y Axis pad to the left of the control surface. Navigational data can be requested and displayed, with control over the **Reaction Control System** also possible from this console. Courses can be plotted and input to the navigational system, along with alterations to *Voyager*'s mode of operation and current alert status.

Calibration

Located to the left of LCARS Access I is a smaller, lower positioned angled interface separated from the longer console by a thick dark gray colored separator bar. **Sensor Calibration II** provides semiautomatic monitoring of key sensor calibration, and provides for the automatic recalibration of mission-specific operations, and routine science and tactical scans. Constant calibration of scientific and navigational sensors is particularly crucial to the crew of the *Voyager* during their long journey back to the **Delta Quadrant**, as any inaccuracies could lead to additional traveling time.

Located directly above the sensor calibration controls is a wall-mounted dorsal plan diagram of *Voyager*, giving a computer generated view of the entire vessel. This monitor acts as an



The science station gains extra significance aboard VOYAGER due to Captain Kathryn Janeway's background.

overall indicator of the vessel's various scientific systems, and is used in conjunction with the console directly below.

Auxiliary systems

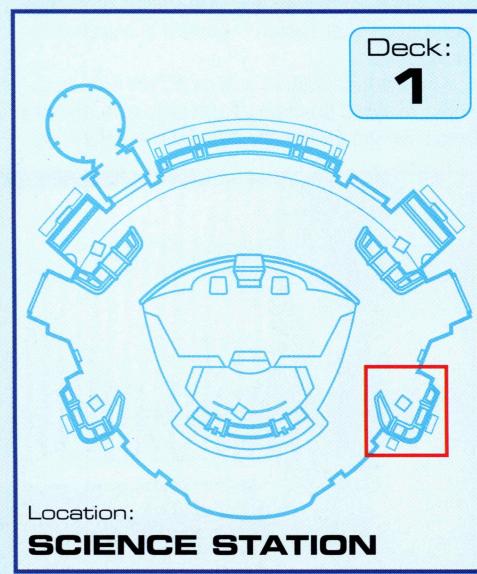
Built into the upper surface of the support frame for the various consoles is **Auxiliary Systems Panel I**, a small touch-sensitive pad allowing tie-ins to secondary systems and utilities identical in design to the interface built into Engineering II. The similarities continue with the positioning of an X-Y Translational Pad mounted on the silver colored bulkhead interior directly above the systems panel, incorporating the same functionality as the control system directly opposite. Positioned to the left of the low level systems panel is **LCARS Manual Access**, again identical to the unit built into Engineering II in both size, position, and functionality. This interface is designed to be the primary operator keyboard for the science station, although the ergonomic station often takes precedent due to tactical considerations. A wide variety of systems can be controlled from this console, including activation of the vessel's **RCS thrusters**. Positioned directly above this large console is the **LCARS Energy Monitor**, a wall-mounted eye-level display that gives continual data on the ship's energy production and utilization.

The final console located within the science station is **Sensor Calibration I**, a lower, angled control interface providing more extensive data on the calibration of key sensor instruments



The science station allows enough space for two crew members, but one must remain standing.

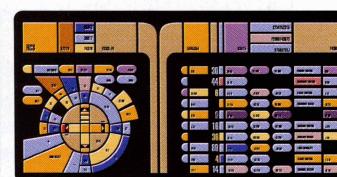
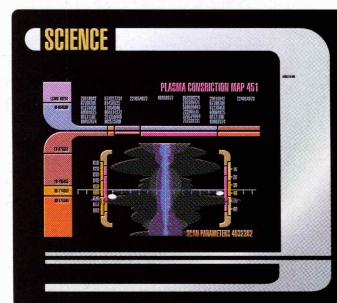
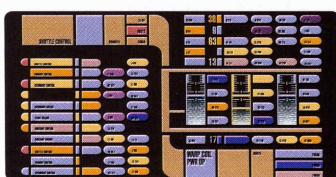
similar in functionality to Sensor Calibration II positioned to the right of the operative. Located to the left of Sensor Calibration I are three vertically aligned dark gray colored automatic access hatches for **bio-neural gel packs**, allowing an engineer, or other qualified crew member to directly access the biologically-based computer system and packs themselves, with additional systems access provided through a series of surface mounted rectangular panels located on the lower surfaces of the consoles.



SCIENCE STATION

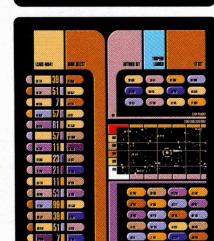
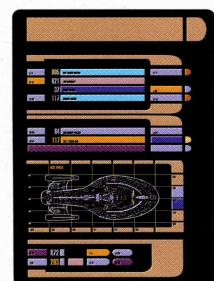
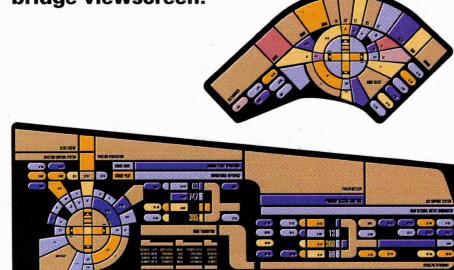
LCARS Console

The Science Station has a LCARS display terminal, distinguished by a large three-quarter silver border and some bright pink graphics. The primary operator keyboard for this section is divided by two beige title bars, and allows LCARS manual access. The last panel provides semi-automated monitoring and calibration of key sensor instruments.



Science displays

The X-Y translation padd is predominantly white. Auxiliary systems panel I is gently curved, and it ties into secondary systems and utilities. The long LCARS ergonomic access console allows work while watching the main bridge viewscreen.



FILE 40 OTHER STARSHIPS

S.S. Botany Bay: Interior

The interior of the *S.S. Botany Bay* has survived many incarnations, including an escape vessel from 20th-century Earth, to 23rd-century cryogenic tomb, and later as the spartan and makeshift shelter of criminal exiles.

In Stardate 3141.9, the *U.S.S. Enterprise NCC-1701* under the command of **Captain James T. Kirk** intercepts the 300 year old sleeper ship *S.S. Botany Bay*, launched from Earth in 1996, which contains the genetically altered dictator **Khan Noonien Singh** and his followers. Following Khan's attempt to hijack the *Constitution*-class vessel, Captain Kirk deposits Khan and his crew on **Ceti Alpha V**, a desolate but survivable planet in the **Ceti Alpha Star System**.

Captain Kirk supplies the exiles with cargo holds from their original **DY-100**-class vessel under the assumption that the genetically superior beings will have the ability to survive, but the destruction of neighboring **Ceti Alpha VI** six months later disrupts the orbit of Ceti Alpha V and makes the planet virtually uninhabitable. In the following 18 years, 20 of Khan's followers, including former **Starfleet** officer **Lt. Marla McGivers**, perish. This breeds a burning hatred in Khan of Kirk, but were it not for the protection offered by the rudimentary *Botany Bay* cargo containers it is unlikely any of the crew would survive.

Discovered hide-away

In 2285, a survey carried out by the *U.S.S. Reliant NCC-1864* on behalf of Doctors **Carol** and **David Marcus** investigate what they believe to be the virtually lifeless Ceti Alpha VI, unaware that the planet they are visiting is the home of the marooned *Botany Bay* crew. The huge amount of interference caused by the planet's permanent storms leads to **Captain Clark Terrell** and **Commander Pavel Chekov** discovering the battered remains of the *S.S. Botany Bay*. Former *Enterprise* crew member Chekov realizes their mistake, but they are taken captive by Khan, who uses **Ceti eels** to gain their cooperation and set a trap for the now

Admiral Kirk. The conditions in which Khan and his followers live within the cargo containers are extremely basic and grim, but the resilient construction of the rectangular units prevents the external conditions from entering the cramped quarters.

The exterior hull of the *Botany Bay*'s cargo containers are constructed from a horizontally corrugated metallic material, their outer surface worn smooth and bright from the constant sandstorms on the planet. The main entrance to the structure is through a short open passageway in the side of one container's curved outer walls; a rusty, heavy bulkhead door must be manually pulled open in order to access the interior. Due to the atmospheric conditions and high amounts of dust, most surfaces are coated with a red colored dirt that enters the interior when the door is opened; the constant wind-noise is considerably reduced when the external hatchway is closed. The container's interior is relatively wide and has plenty of headroom, but the conditions are less than comfortable, or adequate, for any kind of long-term occupancy.

Cargo conditions

Despite Ceti Alpha V's inhospitable conditions, it still retains a breathable atmosphere, and the cargo hold can be occupied without the need for breathing apparatus. On entering the main container, the basic features of the unit are all within close proximity to each other, with a number of items stored or hung from the bisecting interior structural support beams that give internal strength to the container units. Light filters weakly into the interior through small hatchways converted into rectangular windows in the sides of the units, with pieces of cloth attached to the upper surfaces in an attempt to filter out some of the dust blown in from outside. The majority



▲ The power on the S.S. BOTANY BAY is reengaged by Commander Scott after many years. None of the Starfleet landing party knows what to expect.



▲ Cryogenic chambers containing human beings are found on the S.S. BOTANY BAY. Many of the beds are still operational, and continue to support their inhabitants.



▲ Dr. Leonard H. McCoy and Captain James T. Kirk ponder the dark and ominous interior of the BOTANY BAY. The mysterious ship is nearly 300 years old.

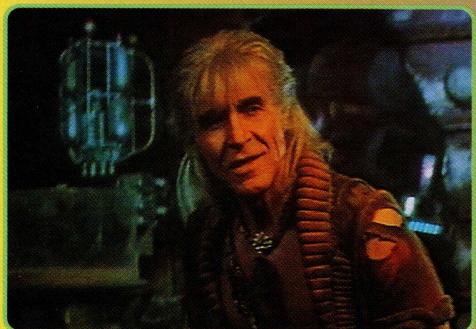


▲ The seemingly crashed body of the S.S. BOTANY BAY is entered by Commander Pavel Chekov in 2285.



▲ An away team from the U.S.S. RELIANT NCC-1864 accidentally discovers the BOTANY BAY on Ceti Alpha V. The ship shows recent signs of habitation and life.

S.S. Botany Bay: Interior



▲ Khan Noonien Singh is easily recognizable even after years in the once idyllic, but now harsh environment of Ceti Alpha V.

of the equipment within the ship appears to be obsolete or out of order, but the containers still have some form of power generation as a number of small wall-mounted illuminated strip lights still function within the interior. Situated to the left of the entrance doors on the unevenly angled container floor are two sets of bunks, unkempt and in disarray, adding to the illusion of abandonment within the structure. A number of personal items are arranged around the bunks, and a large silver colored storage container forms a makeshift table between the beds on which rests an old checkers board and pieces.

Expanded quarters

The cargo containers are arranged end to end on the planet's surface, and in order to allow access between the three units rough holes have been cut into the connecting walls of the structures, and thick support beams allow the crew to move safely between the different modules. The module connected to the makeshift sleeping quarters contains Khan's 'pets,' adult Ceti eels and their offspring held within a flat cylindrical container on a low stand. Khan keeps a series of medical clamps close to the container in order to safely handle the vicious creatures, and uses them to retrieve two young eels for use on the unfortunate away team from the *Reliant*. It is within this area that



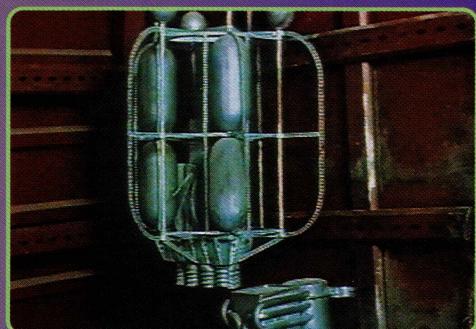
▲ Literary classics from Earth including such authors as Herman Melville and William Shakespeare grace the shelves of the BOTANY BAY.

Chekov discovers the true nature of the ship – it is a home.

Retaining straps used to secure cargo during transit hang from one wall very close to a bookcase holding dusty copies of 'Moby Dick,' 'Paradise Lost,' and 'King Lear,' with their shiny metal clasps clearly displaying the words 'S.S. Botany Bay.' A number of stencilled signs giving information on the maximum loading capacity of the containers, and other information used when the containers were integrated to the *Botany Bay* can also be seen at various locations, with no recognizable attempt to remove or disguise them.

Remnants of the past

The connecting wall between the second and third cargo containers supports more equipment, old monitoring systems, and various obsolete devices standing on various makeshift shelves formed by the interior bulkhead supports and beams. A second large ragged hole allows movement into the third container that, unlike the first two, is not illuminated but is in total darkness. It is possible to see a still active floor-standing unit clearly working within the darkness to the right of the other area, and although its function is not known, it does show that some equipment has survived the brutal conditions on the planet.



▲ Some of the original systems are still intact aboard the BOTANY BAY. Metallic gray oxygen tanks remain mounted to the red gridded walls.



▲ An old checkers board rests across a storage unit. The game still has most of its pieces, and can continue to be played by the BOTANY BAY survivors.



▲ Rudimentary cooking utensils are still in use, and are stored in a makeshift shelf behind the preparation area. Only the most basic of meals can be made.



Preparation

Khan Noonien Singh prepares the Ceti eels before his nefarious act of manipulation.



Unwilling

Captain Clark Terrell screams in protest against the treatment he knows will change him forever. He does not survive the mission.



▲ Chekov looks out of place in his spacesuit in Khan's lair. The interior of the BOTANY BAY has taken on a desert-worn feel – the same as its occupants.

EELS FOR EVIL

Torture chamber

Ceti eels are the last surviving indigenous life form on Ceti Alpha V after the explosion of the neighboring planet Ceti Alpha VI. They are not the type of animal that a normal person would care to keep as pets, or even in close proximity, but this is not the case with Khan Noonien Singh. Khan keeps a collection of these eels in a tank aboard the *S.S. Botany Bay*, and with an evil purpose in mind.

The mollusk-like creatures have a strange power in their infant stages. The young incubate in the brains of human hosts – Khan lost 20 of his followers this way – and after causing intense pain, leave the hosts vulnerable to external suggestion. Khan plans to brainwash Captain Terrell and Commander Chekov to gain their cooperation in his evil deeds.



Nekrit Supply Depot

The **Nekrit Supply Depot** is the only trading post in the desolate region of Delta Quadrant space known as the **Nekrit Expanse**. Its proprietor tries to enforce a degree of legitimacy, but many of the visiting traders add an inescapable criminal element.

In 2373, the **U.S.S. Voyager NCC-74656** approaches a massive area of space known as the **Nekrit Expanse**, a barren and desolate region that must be traversed in order for the crew to continue their journey home to the **Alpha Quadrant**. Few planets or outposts are located near the border of the Expanse; the **Nekrit Supply Depot** is the only facility offering much needed raw materials for the **Intrepid**-class vessel. The station is open to all visitors, and despite the efforts of its manager, **Bahrat**, the structure houses a thriving criminal underground that makes it a potentially dangerous place to visit, with murders something of a common occurrence.

Bahrat directly contacts all vessels approaching the station from his control room, warning any would-be users of the station's rules on transactions, the 20 percent levy charged by him on trade, and that all visitors and communications are closely monitored by himself and his security team. He employs cryogenic suspension tanks for anyone caught breaking the station's rules, with the heaviest penalties executed for the trafficking of narcotics and contraband.

Private surveillance

Bahrat's office is a relatively well-illuminated room with a raised dais surrounded by a number of computers that provide him with continual displays of the facility's status. He works mostly alone, although he will invite members of his small security team into the area in order to carry out surveillance work on suspicious activities. A central console allows Bahrat to view any part of the station on a large visual display in real time, but it can also play back pre-recorded images from the cameras positioned around the facility. His confidence in

his security measures is somewhat unfounded; he is unaware that his sensor systems are prone to regular interference by highly organized criminal gangs, especially the **Kolaati** who have become rich on the illegal transactions they conduct on the station.

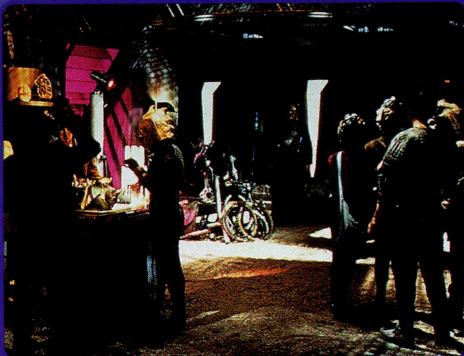
Exterior construction

The **Nekrit Supply Depot** is constructed from a series of interconnecting hexagonal and circular structures; these form a long, narrow construct very near the beginning of the **Nekrit Expanse**. The exterior of the station consists of a number of smooth, light gray colored interlocking plates that form the various sections; smaller modules are connected at right angles to the main central hull. Located in the center of the main hull is a raised section that houses a large diagonal sensor array on top of a habitable module; other sections house multiple levels denoted by the various illuminated portals and windows visible from space on approach to the station.

The structure's design allows vessels to dock directly into the outer sections of the station, but outer docking ports are rarely used, and access corridors such as 14L, used by **Neelix** and **Wixiban** to conduct their illicit trades, are virtually abandoned. Personnel wishing to conduct trade usually beam onto the facility, although traders also journey to visiting ships that hold their position in close proximity to the station.

Inner architecture

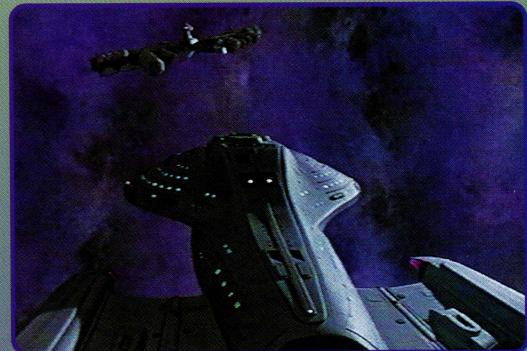
One of the main trading thoroughfares of the station is reached by a series of corridors; these step down through open frameworks formed by angled support buttresses into the long hallways. The interior of the trading area appears to have natural light, but it is artificially



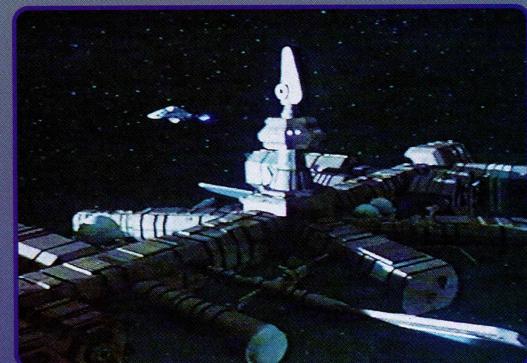
The inner trading chamber of the NEKRIT SUPPLY DEPOT houses sales booths with a wide variety of goods.



Alien races from all over the region come to the **NEKRIT SUPPLY DEPOT** to trade their wares.



The U.S.S. VOYAGER NCC-74656 approaches the **NEKRIT SUPPLY DEPOT** near the edge of the vast **Nekrit Expanse**.



The NEKRIT SUPPLY DEPOT is constructed of a variety of tubular and rectangular sectional compartments.



Bahrat tries to govern his trading station with an iron grip. He does not favor illegal trade as he might lose out on his cut.

OTHER CARDS IN THIS FILE...

- 6 THE CARETAKER'S ARRAY
- 8 QOMAR SPACE STATION
- 9 THE 'CHUTE' PENAL COLONY
- 16 ABADDON'S REPOSITORY

SEE OTHER FILES...

- OTHER STARSHIPS 40
- STAR TREK: VOYAGER File 71

Nekrit Supply Depot



Buyers and sellers of different races must learn to get along here - there is nowhere else to trade for light years.



The central trade area is highly populated and poorly lit, and it has a vaguely ominous atmosphere.



VOYAGER's crew board the SUPPLY DEPOT to negotiate trades with races they have never before encountered.

generated; it shines down through the high ceiling grilles and the wide curved support beams attached to thick buttresses.

The trading room is a hive of activity, with traders from many races working along the sides of the room from makeshift booths, and tables selling everything from engineering equipment to star charts of the area. New visitors to the *Nekrit Supply Depot* may be approached by traders wanting to sell narcotics and other illegal substances; despite the extensive security measures, a great deal of smuggling and illicit trade occurs here. The trading hall is a bustling mixture of exotic materials, haggling individuals, and business transactions carried out in the dark and murky recesses of the structure - much of what the crew of *Voyager* requires is available - at a price.

Drink station

A bar area is located at one end of the trading hall where residents and visitors go to enjoy a variety of drinks in a modicum of comfort - although the immediate surroundings consist of the bare metallic angled supports that form the station's infrastructure. Lighting is even less prevalent in this area, creating a more intimate feeling for individuals either standing at the bar or within one of the many booths close to the

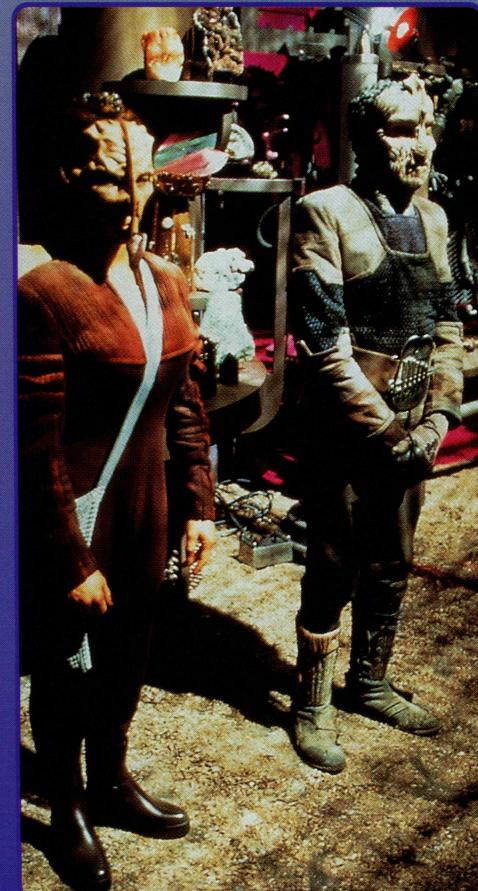
trading hall's entrance. A number of low circular tables feature illuminated designs built into their upper surfaces; a plenitude of chairs facilitate informal discussions and trades taking place out of the busy traffic down the corridor.

Clandestine cover

Some areas of the station are relatively unused, including the corridors leading to the outer docking ports of the various modules. Much of the station employs an artificial day-night cycle of illumination, but these corridors are usually unlit and perfect for carrying out less than honest transactions. The access corridors feature large circular horizontal beams and buttresses which create perfect areas to hide from the many surveillance systems within the station. A loud audible alarm sounds, and the lighting in any section can be immediately turned on to allow security staff to enter the area and carry out arrests when a suspected illegal act is taking place. Bahrat's struggle with criminals is seemingly endless, but he does not appreciate that he is partially to blame for the situation. His power to confiscate visiting vessels effectively holds some individuals hostage on the station, forcing them to commit illegal acts in an attempt to pay off Bahrat - a direct contradiction of his efforts to maintain law and order.



The dark, disused corridors on the trading station are the most likely sites of illegal dealings.



Alien merchants stand by their wares in the central trading area. They must be good hagglers as they surrender a fifth of their profit to Bahrat.

OLD FRIENDS

Old debts

In 2373, Neelix is reunited with his old friend and partner in crime, Wixiban. Wix spent one year in a Ubean prison for contraband, and never revealed Neelix's involvement; he later spends three years on the *Nekrit Supply Depot* after his ship is confiscated. In a botched attempt to smuggle drugs for delivery to the Kolaati, he kills the alien Sutok in self-defense with a Federation phaser. Bahrat, intolerant of any illegal activities aboard his trade station, listens to Wix's confession of covert and dangerous actions. Neelix helps Wix capture the Kolaati, and as recompense Bahrat returns his ship - the two Talaxians have repaid their debts.



Talking to the boss

Wixiban and Neelix try to appease Bahrat in his central office; they need to conduct some questionable deals.



Neelix and Wixiban are not noticed on the station; they are just one of many alien races.



Sisko and the Dominion: Part 2

Captain Benjamin Sisko continues his reluctant involvement with the powerful Dominion throughout 2373, during the lead-up to the inevitable hostilities and beyond. His associations are key elements to the beginning and end of this war.

The Dominion knows that Captain Benjamin Sisko is nothing if not determined. These opposing sides have another chance to test each other's mettle when an away team led by Sisko happens across a downed *Jem'Hadar Attack Ship* on a planet in the Gamma Quadrant.

The captain is quick to recognize that vital information can be gleaned from the ship if salvaged by Starfleet, and he will not surrender it to *Jem'Hadar* troops and their *Vorta* supervisor, *Kilana*, without a fight. The negotiations and battle are tough, but Sisko eventually triumphs upon the death of an injured *Founder* concealed aboard the ship – the true reason Kilana wanted the vessel back. The *Jem'Hadar* commit suicide in shame,

and the ship is towed back to Federation space.

Sisko foils the Dominion again when he exposes the *Klingon General Martok* as a Founder impostor. He finds himself on the receiving end of Dominion duplicity some months later, however, when *Dr. Julian Bashir* is kidnapped, and replaced by a *Changeling*. The doctor's top-level security clearance and privilege means this is a security disaster, and Sisko is much aggrieved that it happens on his watch.

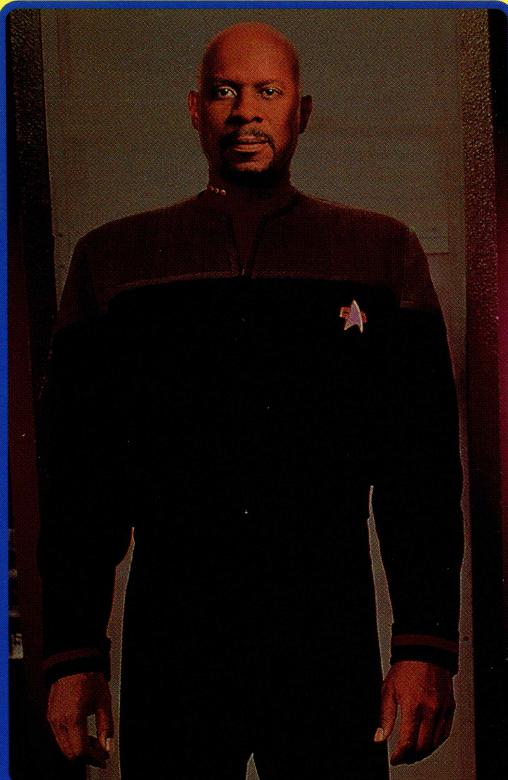
From bad to worse

The situation is made even worse by the presence of *Gul Dukat*, who is covertly preparing for the *Cardassian Union* to join the Dominion. Sisko is incredulous when the Cardassian leader makes his smug announcement. He does, however, manage

PROFILE ON A DOMINION EXPERT

2373: Over the course of 2373 Benjamin Sisko directs and participates in a series of missions, which lead to the defeat of the invading Dominion forces:

- Gathers reconnaissance for a *Jem'Hadar Attack Ship*.
- Prevents Bashir Changeling from destroying Bajor's sun;
- Destroys *Dominion Shipyards*.
- Reclaims *Deep Space Nine*.
- Secures the Prophets' assistance in defeating Dominion forces.



▲ Benjamin Sisko assumes many roles throughout his life, but during the Dominion war he is stretched to the limit: he is father, lover, captain, commander, diplomat, and religious icon.

to prevent the Bashir Changeling's efforts to destroy *Bajor*'s sun, which would take the planet, the station, and the joint **Federation-Klingon fleet** assembling with it. The Founder's action would have dealt the **Alpha Quadrant** a mortal blow; it

is likely that Sisko saved the Federation in this instance.

The captain appears to be the Dominion's envoy of choice in any negotiations. The *Vorta Weyoun* comes to see him personally to try and halt his initiative to prevent war in the Alpha Quadrant: the mining of the

entrance of the **Bajoran wormhole** with cloaked, self-replicating mines.

It is quicker and easier to directly approach Sisko – with whom Weyoun mistakenly believes he has a genial, comfortable relationship – rather than go through tortuous official channels. He even notes at one point that he is sure Starfleet will do whatever Sisko recommends.

Firsthand experience

Sisko understands the Dominion, and the nature of the Founders through grim experience. He knows, for



Face-off

Sisko is unprepared to meet the *Vorta Kilana*'s demands that he surrender the crashed *JEM'HADAR FIGHTER SHIP*.

Disguise

Captain Sisko and Chief Miles O'Brien go undercover as *Klingon warriors* to infiltrate the *Hall of Warriors*.

TAKING AN ACTIVE ROLE



Bonding

Sisko and the *Klingons* join as a strong and united force against the Dominion after his covert fact-finding mission to the *Klingon Empire*.



Sisko and the Dominion: Part 2

★ **Needless negotiation**

Captain Benjamin Sisko is approached directly by the Vorta Weyoun, in violation of protocol, to negotiate a type of peace.

instance, that if the **Maquis** are able to use **biogenic weapons** to attack Cardassian worlds in late 2373, the Dominion will take immediate revenge by launching a counter strike. He also knows that the construction of the minefield will not be tolerated by the enemy under any circumstances, despite Weyoun's platitudes.

Strong instincts

Both sides state their cases clearly. Sisko will not allow any more Dominion reinforcements through the wormhole; Weyoun understands that the continuous convoys and military buildup in the Alpha Quadrant may be seen as provocative, but he shifts blame to the Cardassians wanting to ensure the security of their borders. They leave the meeting with an apparent understanding – but the only real conclusion is that war is a certainty. Both sides know the Dominion will attack the moment Sisko says the mines will not be removed.

Sisko's instincts when it comes to the Dominion are obviously very valuable to Starfleet, for the Federation immediately begins to arm for war. It falls to the resolute

"The Dominion's picked the perfect time to invade. The Cardassian fleet is in shambles, the Romulans aren't much better off, and between the Klingon war and the latest Borg attack, Starfleet's spread pretty thin."

— Captain Sisko ruminates on the coming of war

★ **Evacuation**

Sisko, the DEEP SPACE NINE staff and General Martok express shock when they learn the station must be abandoned.

captain to face a vast Dominion attack fleet with just the station's own defenses, the **U.S.S. Defiant NX-74205**, and General Martok's **Bird-of-Prey**. He fights a valiant battle that allows a two-fold victory: the activation of the minefield, and a crucial action by a combined Federation-Klingon task force that enters Dominion space and destroys the **Dominion Shipyards at Torros III**.

Sisko knows the time to stand, and the time to retreat. He gives up **Deep Space Nine** to ensure the lives of everyone aboard, vowing to take it back another day. The reclamation of the station is always at the back of his mind, and he returns as promised some months later, when Starfleet

★ **Desk job**

Sisko speaks to Admiral William Ross after the evacuation of DEEP SPACE NINE. He wants his station back.

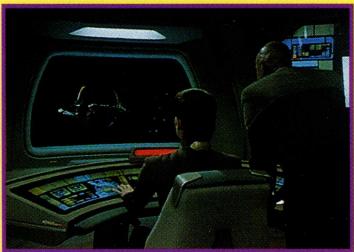
decides to take the offensive, and slow the Dominion push into Federation territory. It becomes a race against time when the occupying force discovers a way to deactivate the wormhole minefield.

Sisko proves himself as a strategist in his role as commander of the task force he puts together. He sees clearly that the hole the Dominion opens in their lines during the battle is a trap, but he nevertheless takes advantage of it, as it is possibly the only chance to break through.

Spiritual necessity

The Dominion appears to be aware of Sisko's special relationship with the wormhole aliens, as their **Emissary** to Bajor. The captain foresees the invasion of the Alpha Quadrant in a series of sacred religious visions, or **pagh'tem'far**, in mid-2373. He knows that the 'locusts' will destroy Bajor unless it resists joining the Federation until a later date, and he advises the planet's **provisional government** to sign a non-aggression pact with the Dominion just prior to the war.

It is unlikely, however, that the Dominion understands the real significance of Sisko's relationship with the **Prophets** until they bring down the minefield, and attempt to ferry a fleet of vessels through the wormhole. Sisko's pleas to the Prophets do not fall on deaf ears: they eliminate the fleet rather than see their Emissary die, placing the Dominion in an untenable position.

★ **Back to Deep Space Nine**

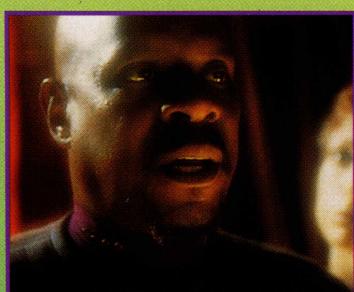
Sisko leads the U.S.S. DEFIDENT NX-74205 through enemy lines in 2372.

★ **A united front**

Captain Sisko leads the Federation-Klingon fleet to reclaim DEEP SPACE NINE.

★ **Celebration**

Sisko joins in the festivities after DEEP SPACE NINE is successfully taken from the Dominion.

★ **Asking favors**

In his capacity as Emissary, Sisko entreats the Prophets to protect his people from the Dominion.

The Female Shapeshifter orders an immediate evacuation and withdrawal to Cardassian space – and it is all due to Sisko.

The Prophets warn that they will extract a penance from Sisko for his actions, but the deed is done. The captain – as the Dominion is no doubt chagrined to realize – is the single reason the Alpha Quadrant powers are able to go on fighting the war.

WORKING AGAINST TIME

Big decisions

The Changeling masquerading as Dr. Bashir undermines Sisko's decisive action against the Dominion at a time when the fate of the Alpha Quadrant is in the balance. Indications from the Gamma Quadrant in mid-2373, including the loss of contact with two listening posts and a garbled message from Lt. Commander Worf, are that the Dominion is amassing an invasion fleet.

Sisko decides to take preemptive action and seal the wormhole, closing the door to the Alpha Quadrant. It is a bold move, but the captain has never backed away from the big decisions. He is unaware, however, of two moles in his midst working against him, dooming the ambitious plan to failure.

► **The inside man**

Dr. Julian Bashir is kidnapped by the Dominion in 2373, and role is assumed by a ruthless shapeshifter. He kills his fellow officers in a RUNABOUT.





Icheb: Part 2

The ex-Borg drone Icheb carves himself an indispensable niche aboard the **U.S.S. Voyager NCC-74656**. This leads him to decide, like so many before him, to pursue a career in Starfleet.

Ihe **U.S.S. Voyager NCC-74656** picks up a number of additions to its ranks on its epic journey through the **Delta Quadrant** that begins in 2371. Several, including the **Talaxian Neelix**, the **Ocampa Kes**, and the liberated **Borg drone Seven of Nine**, make a vast contribution to life aboard their adopted home.

A new role

Icheb follows in this noble tradition after he is rescued, along with three other children, from a crippled **Borg cube** in mid-2376. He is happy to combine his aptitude for mathematics with his love of the stars by assisting in the ship's **Astrometrics Laboratory**, and from there he decides to apply to **Starfleet Academy**. This is not impossible, given *Voyager's* intermittent long-range contact with the **Alpha Quadrant**, and the fact that **Lt. Commander Tuvok** once taught at the academy.

YOUNG AND RESTLESS

► Icheb passes his history requirement for Starfleet Academy, but has yet to learn moderation. Captain Kathryn Janeway cuts him short – his presentation is far too long and exhaustive, and frankly a little boring.

The many programs he is set involve theoretical and practical applications. He studies Earth literature with interest as part of the former, and takes to quoting from such tomes as Titus Livius's 'A History of Rome,' and Sophocles's 'Oedipus Rex.' He prepares one tutorial for **Captain Kathryn Janeway** as part of his Early Starfleet History course, though with typical Borg rigor this overruns the required 20 minutes by an impressive degree. The verbal haemorrhaging is ended by the weary captain some 34 chapters from the end, just after Icheb finishes detailing **Captain James T. Kirk's** first five-year mission. He passes.

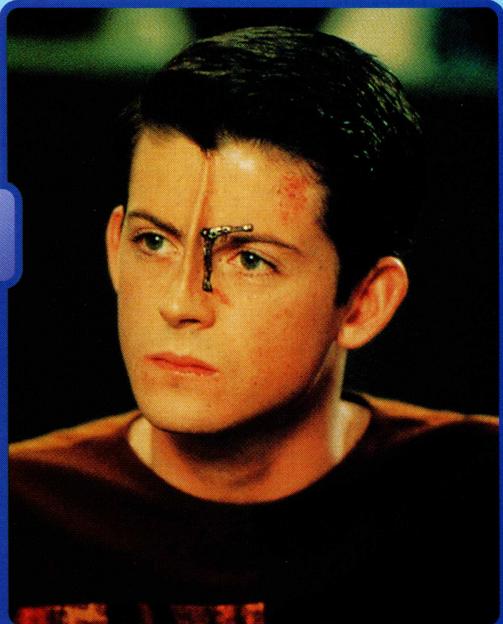
Making a difference

Icheb's hands-on studies include continuing his work in Astrometrics. At one point he picks up an automatic transmission from a warning beacon in an alien testing ground; he analyzes the sensor data, and refines detection methods by a margin of

PROFILE ON ICHEB

2376: Assists in Astrometrics Laboratory aboard the U.S.S. Voyager NCC-74656.

- Applies to Starfleet Academy
- Refines ship's sensors
- Takes shuttle piloting lessons
- 2377: Locates and repairs the EPS feed**
- Repairs malfunctioning holoemitter
- Trapped in a love triangle
- Discovers tampering with EMH



► Icheb is a highly intelligent young man, but at times he shows the hints of a rebellious nature.

10.3 seconds. The ship's **Emergency Medical Hologram** also calls on him to start some of his shifts a few hours early, to give Seven a greater opportunity to complete regeneration cycles.

Additionally, Icheb takes up shuttle piloting lessons with **Lt. Tom Paris**. He is a conscientious pupil, and is soon given the helm of the **Delta Flyer** under Paris's guidance. He is also sometimes allowed to pursue his studies at stations in engineering under Seven's supervision.

She is an exacting teacher who pushes him to do better than the 0.3 percent variance allowed by Starfleet specifications.

Engineering expertise

It becomes apparent that Icheb's ability has been vastly underestimated by the senior officers. This is discovered by chance when he brings a tactical systems report to **Lt. B'Elanna Torres** in engineering during extensive engine refits in 2377. He manages to independently locate and rectify the source of a

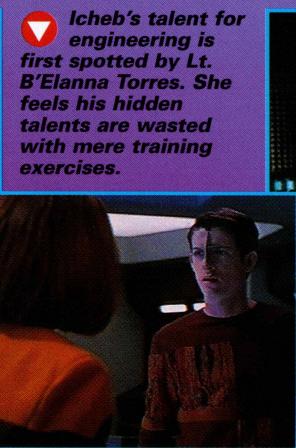
power drain – a charge imbalance in the **EPS** feed – and by doing so impresses the rarely impressed chief engineer. She believes the youth to be capable of a lot more than delivering **PADDs**, and Janeway happens to agree.

Commander Chakotay even notes, tongue-in-cheek, that his progress is such that he could be running the ship within a few years.

Icheb is assigned to spend some of his shifts helping in engineering. His invaluable assistance allows



► Icheb spends much of his time in the Astrometrics Laboratory aboard the U.S.S. VOYAGER NCC-74656.



► Icheb's talent for engineering is first spotted by Lt. B'Elanna Torres. She feels his hidden talents are wasted with mere training exercises.



► Icheb is encouraged to follow his former Borg quest for perfection by mentor and teacher Seven of Nine. She wants him to excel in his studies.

Icheb: Part 2



► Icheb is encouraged to participate in a plethora of training opportunities about the U.S.S. VOYAGER NCC-74656.



► Icheb secretly scans B'Elanna for signs of arousal. He is prone to dramatic explanations.

the refit schedule to be accelerated, and he is given a roster of independent tasks that include repairing a malfunctioning **holoemitter** in sickbay. On another occasion he is saddled with the unenviable task of sorting salvaged Borg components. Torres fosters his ability, and suggests that he allow himself more time for recreation in between his work and his studies. She invites him to go rock climbing – an activity that fits in with his interest in geology.

Icheb's naivety when it comes to intimate encounters leads him

"I scanned you... your blood pressure and neuro-transmitter readings indicated a state of arousal."

— Icheb surprises Lt. B'Elanna Torres with his insinuations of romance between them



► Unversed in the varieties of affection, Icheb mistakes B'Elanna's interest in his progress for something else.

to suspect that Torres, a married woman, may have romantic feelings for him. He is aware that the EMH has given Seven social lessons in the past, so he presses him for advice on this "hypothetical" situation – naturally without naming names. The **Doctor**'s assertions that tell-tale signs include compliments, invitations to social activities, and finding excuses to be in close proximity only reinforce the boy's suspicions.

He asks specific questions



► Icheb is concerned that Lt. Paris wants to challenge him for Lt. Torres's affections. He believes he is a romantic threat.



► Icheb, whose sense of humor is as yet under-developed, is gently teased by Commander Chakotay in 2377.



of Torres designed to elicit a response, such as whether she would prefer to spend her free time with her husband, Tom Paris. He covertly scans her to check for physical signs of her supposed enamored. He also becomes defensive when Paris cracks some jokes about the amount of time Icheb and Torres are spending together. He sees Paris's invitation to join him in his racing car holoprogram as some kind of ritual contest.

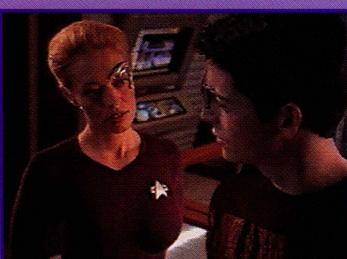
The end of the affair

Icheb has a developed sense of morality, so he reluctantly decides that he must face up to the situation as he sees it. He tells Torres up front that her interest in him is inappropriate, and they should do the honorable thing and stop seeing each other. The half-**Klingon** engineer is, needless to say, astonished at his assertions, but she believes the greater good is served (and protracted discussion saved) by preserving the young man's dignity. She simply agrees that it would be best – as much as it hurts. This misunderstanding is apparently never cleared up, so Icheb

Genetic aptitude

He is later asked by Paris to look over the Doctor's findings regarding supposed genetic abnormalities in their baby. Icheb is the logical choice, as he has some experience with genetics, and was himself genetically altered by his people, the **Brunali**. The boy discovers a computational error in the information that confirms the EMH program has been tampered with, and this enables Paris to stop his wife making a misguided decision about the future of their baby.

Icheb's studies and personal development aboard *Voyager* continue apace.



► Icheb looks to Seven as a role model. He will share many of her experiences.

▼ Lt. Tom Paris and Seven of Nine are both mentors to Icheb during his training.



► Icheb believes that Lt. B'Elanna Torres is infected with a parasite in 2377.





FILE 56 HOLODECK BEINGS

Kejal

A new holographic race is unwittingly created by the Hirogen in 2377, and after a struggle for independence, the Cardassian hologram Kejal is the only survivor, and the only hope for continued existence as sentient beings.

Holograms are intended to serve a purpose dictated by their programming, but there are occasions when a hologram evolves beyond its original parameters. This is the case with a motley crew of holograms aboard *Iden's Vessel*. All the passengers are holograms, and consider themselves to be a family, despite their varied species, ethnicities, and cultures.

Those aboard *Iden's Vessel* are the product of an exchange between the Hirogen hunter race and Captain Kathryn Janeway of the *U.S.S. Voyager*

NCC-74656 in 2374. The *Voyager* crew survive being the prey of these fierce hunters through a variety of **holodeck** scenarios, and upon parting, the captain offers the Hirogen this technology so as to build hunting centers and communities.

In 2377, the *Voyager* crew again encounter the Hirogen, but the reunion is far from sweet. All the holodeck safety protocols have been removed, and the holographic prey have

been programmed to be a superior prey. The problem is the prey have surpassed the hunters' skill, and have escaped aboard a stolen vessel. They are traveling to **Ha'Dara**, their new homeworld, and they are liberating other **photonic** life forms on the way.

Hindred spirits

The **Doctor** is kidnapped by the holograms, and it is when he is instructed to treat their wounded that he first encounters **Kejal**. As are the other holograms on board, Kejal is a representation of an **Alpha Quadrant** species – a formidable looking female **Cardassian**.

Kejal has the grayish tinged skin of all Cardassians, and the signature ridges over her forehead and down the sides of her neck. She wears her long black hair pulled straight off her forehead; the top section is wrapped into a braided chignon-style, and the remainder falls down her back nearly to her waist. She does not wear Cardassian dress, but instead sports a simple dark brown ensemble in a fabric

PROFILE OF A TRAILBLAZER

NAME: Kejal

LIFE FORM: Female Cardassian Hologram

OCCUPATION: Engineer

HOME: *Iden's Hologram Vessel*

REMARKS: Possesses a sense of individuality and sentience uncommon to her comrades. Has the potential for a leadership role in her society.

FIRST SEEN: 'Flesh and Blood', Parts I & II [VOY]



Kejal exhibits the best qualities of her Cardassian programming and Bajoran spirituality. She is strong-minded and knows when she must stand behind her beliefs as opposed to her leader's.

similar to wool. The snug top has clean cut lines and angles, and is worn over a pair of fitted trousers, which are tucked into knee high dark brown boots. She wears no noticeable ornamentation.

Kejal maintains much of the Cardassian nature she was programmed with; she is quite cautious with

outsiders, and is somewhat imperious. She assists the Doctor in his repair to his patients, and does not accept his diagnosis that he cannot heal holograms; she does not accept the difference between a matrix and flesh and blood. It is some time later when they are repairing the other holograms' subroutines that

they are officially introduced. The **EMH** is surprised to learn that she has a **Bajoran** name – Kejal means 'freedom,' and it is what the holographic leader **Iden** started calling her once she was liberated.

High achiever

Kejal possesses advanced computer skills, so much so that she impresses the Doctor. She

Always near

Kejal is always close to the action aboard **IDEN'S VESSEL**. As the most accomplished engineer, she is a highly valued member of the crew.



A child of light

As one of **Iden's** most trusted followers, Kejal is privy to many of the inner workings of her spiritual leader's mind. She stands by him obediently.



ENGINEERING LIGHT

Left in the dark

Kejal spends much of her time aboard **IDEN'S VESSEL** constructing the holographic field generator. She is driven to create a sanctuary on **Ha'Dara**.



Kejal



★ A learning process

Kejal is always eager to learn more about how to most efficiently operate the engineering systems on board.

has overcome her programming – the Hirogen did not want their prey to be self-sufficient – and taught herself many of the engineering skills she now has. She was programmed with heightened sensory subroutines in order to experience pain, and make her demise in the hunt more realistic.

Under Iden's prerogative, she helps deactivate the EMH, and program him with her comrades' memories of death, in order that he may greater understand their plight. Through all of this Kejal maintains her cool collected exterior. She speaks levelly in low tones, and looks upon those she addresses with objective calm.

Constructing a home

Kejal is instrumental in the design and construction of a **photonic field generator**, which is intended to support the holograms' programs, but at the moment can

only support simple projections. It is intended to support the holograms on Ha'Dara, a planet utterly unsuitable for organic life. She asks for the Doctor's support in upgrading the system, and he suggests that Voyager's chief engineer – **Lt. B'Elanna Torres** would be of more help. A brief skirmish between *Iden's Vessel* and the *Intrepid*-class starship reveals that Kejal relishes triumph in battle, and that she can also easily carry out various objectives simultaneously. She has participated in another kidnapping, this time the victim is Lt. Torres.

Kejal and B'Elanna have a mutual talent for engineering. In a telling exchange, Kejal explains that she is a hologram, not a Cardassian, despite some of the traits she was programmed with. She is now more than mere prey, and has changed, though it was not easy. Torres appreciates the

MIXED HERITAGE

Tora Ziyal

Kejal may be the first sentient Cardassian hologram, but she is certainly not the first woman of Cardassian extraction to shed the culture of her ethnic make-up in favor of the highly spiritual Bajoran outlook.

In 2353, Tora Ziyal, the product of an illicit relationship between the Bajoran woman Tora Naprem and Cardassian Gul Dukat, was born. She is sent away to grow up in secrecy, and is rescued from a life of drudgery in the Dozarian mines in 2372. When reunited with her father, she is still ostracized by the Cardassian community. As she matures, she empathizes increasingly with the Bajorans, ultimately foregoing her Cardassian nature.

Reunion

Ziyal has a heartfelt hug from her father. She loves him dearly, but cannot forgive him for his crimes against the Bajorans.



★ Taking instruction

Kejal steps aside and watches as Lt. B'Elanna Torres, chief engineer of the U.S.S. VOYAGER NCC-74656, repairs some circuitry.

★ Eye to eye

Kejal understands that she and B'Elanna have much in common. Neither of their lives has been easy.



★ Practical

Kejal wears a practical knit ensemble that allows her flexible movement while working. Her attire belies her lack of Cardassian regimentation.



"Besides, making a new life isn't a choice for us, it's a necessity."

— Kejal to Lt. B'Elanna Torres.

difficulty Kejal has with reconciling, and consolidating, her identity. The two women develop a bond, and labor together on the generator. They even test it on Kejal, who survives the initial experiment unscathed and has her matrix realigned. Kejal reveals she has not thought of what she will do when the holograms move to their idyllic, new home; Torres reminds her that it is the engineers who build society.

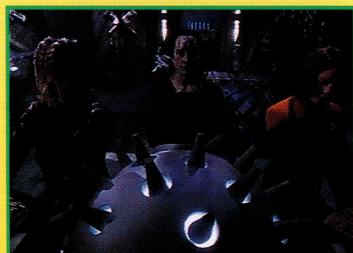
Taking a stand

Kejal shows signs of evolution once again when she begins to question Iden's leadership and judgment. She is shocked when he kills some **Nuubari** miners, but unconvincingly says he did what he thought was necessary, and that it was not her decision. Later, she remains aboard the vessel to monitor the generator, while the holograms hunt the hunters on their new homeworld. She discovers her capacity for autonomy, and agrees to shut down the holograms – she is not a hunter, and will not enable a senseless slaughter.

Kejal wins the support and

★ Side by side

Kejal does not share her leader's prejudice, and finds her first experiences with an organic to be different than expected.



★ Rebuilding

Kejal chooses to stay behind with Donik. She wants to rebuild her community and life in her new home, not anew aboard the U.S.S. Voyager NCC-74656.

respect of Torres and the Doctor for her actions. She has shut down the bloodthirsty holograms, and is party to the dissolution of their vaunted leader Iden. With the blessing of the Voyager crew, and the assistance of **Donik**, the Hirogen engineer who helped make her what she is, Kejal turns down an invitation to stay with the **Starfleet** crew. She has the confidence to remain behind and rebuild her community, like the true engineer that she is.

Starfleet Medical Equipment: 2364-2370

Toward the end of the 2360's medical equipment is designed to be efficient and user-friendly, be it for the physician or patient. Starfleet continues to make strides in alleviating pain and suffering, placing emphasis on recovery.

Starfleet Medical facilities attempt to offer a wide range of treatments specifically tailored to the potential injuries a crew member may incur, ranging from large-scale whole body devices to small handheld units capable of providing fast and efficient pain-free damage repair. **Dr. Beverly Crusher** is the Chief Medical Officer of the **U.S.S. Enterprise NCC-1701-D** in 2364, and again from 2366 to 2370. She is a highly regarded and experienced physician whose familiarity with the range of medical equipment proves to be invaluable to the crew of her ship on many occasions.

On **Stardate 41249.3**, **Lt. Worf** collapses while carrying out routine work on the sensor array as the *Enterprise* makes a close sensor pass on the **Beta Renner Cloud**. An alien entity transfers into Worf, taking over his neural systems in order to pass itself along the command chain to **Captain Jean-Luc Picard**. Crusher is forced to sedate Worf, and makes a detailed examination of his condition through the use of a specialized head-piece linked to the main medical scanners within sickbay.

Scanning physiology

The scanning device is a light gray colored skullcap that fits over the forward part of the doctor's head, with the rear secured by a band attached around the back of the head maintaining a close fit. The lower section has a reflective metal band around it, with two projecting metallic bars of equal length running on the left and right sides, facing forward and fixed into place. A large flat transparent lens with a flat top and curved underside is attached by a hinge to the right upper side of the cap, with the lens swinging forward into

place to entirely cover the right eye. The lens itself has a series of engraved markings including a cross hair for accurate positioning during treatment, and as soon as it is clipped into place an orange light



Dr. Beverly Crusher of the U.S.S. ENTERPRISE NCC-1701-D uses diagnostic displays to explain various medical conditions to her patients.

Crusher wears a scanning device to ensure the utmost accuracy during her ministrations. The headgear keeps her hands crucially free.

MEDICAL SCANNER

The scanner emits its treatment beam from the top of device. The procedure is painless and brief.



The small rectangular screen on the face of the scanner glows a purple color when it is in use. Information revealed from the scan is shown on its diagnostic screen.

A small clip allows the user to attach the device to clothing when not in use.

Usage The Starfleet issue medical scanner is an indispensable piece of equipment in sickbay. It cures a variety of minor ailments.



The black, ridged rubber side panels on the scanner allow the user a slip-free grip.

Starfleet Medical Equipment: 2364-2370



► **Dr. Toby Russell, a neurogeneticist, pioneers several medical therapies, such as the genetronic replicator.**

illuminates above the lens down onto the right side of the face. The headpiece is used in conjunction with other pieces of equipment, leaving the hands entirely free to operate treatment devices while relaying detailed information to the practitioner on the patient's status.

Crush injuries are potentially one of the most serious accidents that can occur to an individual, causing anything from internal organ damage to severe neurological trauma. On **Stardate 45587.3** Worf is severely injured when a heavy container falls on him, shattering seven of his vertebrae, and crushing his spinal cord. At that time no recognized Starfleet medical treatment can repair such damage, although **motor assist bands** have been developed previously in order to restore between 60 and 70 percent of mobility to a paralyzed patient.

► **Russell fits Lt. Commander Worf with leg bands. This therapy is unsuccessful because of their cumbersome nature and Worf's lack of patience with the rehabilitation therapy.**



Motor assist bands are used in conjunction with a series of surgically implanted **neural transducers** placed into the head, upper chest, arms, pelvis, and upper and lower legs. They are designed to translate the patient's electrical brain impulses, and trigger off the corresponding muscles in the limbs.

Banding braces

The units themselves consist of a thick banded strap that is wrapped around the damaged legs toward the top of the thigh, with the small metallic transmitter unit attached to the upper side of the straps. The units have an activation button on the top dark gray paneled sloping surface, and while the triggering of existing nerves within the damaged limb is instantaneous, walking and even standing with the bands takes a great deal of time to master, and can be extremely frustrating for the patient.

Lt. Commander Geordi La Forge's VISOR occasionally leads to the development of headaches, but on **Stardate 45652.1** the effects from a causality loop results in Dr. Crusher dispensing with standard tests and running an



► **Lt. Commander Geordi La Forge has his hands treated for burns after an accident during a virtual away mission.**

optical diagnostic. This specialist scanning device consists of a series of jointed narrow arms built into a heavy table top base. It is constructed from a light gray colored alloy comprising of a long angled arm with a joint connecting to a horizontal beam, which is jointed again to a short tube supporting the U-shaped scanning head. The head consists of a short T-bar to which is attached outwardly poseable bars that surround the patient's head, with the cylindrical lower section of the scanning head illuminating with a yellow glow similar to the two small rectangular raised pads that are positioned to either side of the patient's temples during use.

Burn injuries are extremely painful, and while smaller handheld **dermal regenerators** can repair minor damage, Starfleet Medical has developed larger pieces of equipment for more severe skin damage. Early in 2370, Lt. Commander La Forge's palms are badly injured when the prototype **Interface suit** he is wearing overloads, leading to the employment of a small case-sized flat-bottomed portable regeneration unit by Dr. Crusher.

This unit is approximately 40 centimeters in width and 10 centimeters in height, and constructed from a dark colored



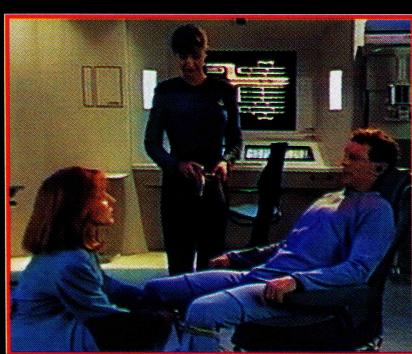
► **Dr. Beverly Crusher treats Commander Troi for an injury incurred in one of the holodecks.**

alloy. It has a slightly pentagonal shape, with the far end narrower than the apex-formed front that faces the patient. Two rectangular slots are cut into the angled fronts, separated by a narrow support beam in the middle that runs down the center of the blue bottom paneled lower surface. The hands are held upright while the unit works, allowing the doctor to see how the treatment is progressing through a large clear panel directly above. The unit works very quickly with a low electronic sound as it operates, although the patient still needs some time to recuperate after use.

Minor injuries

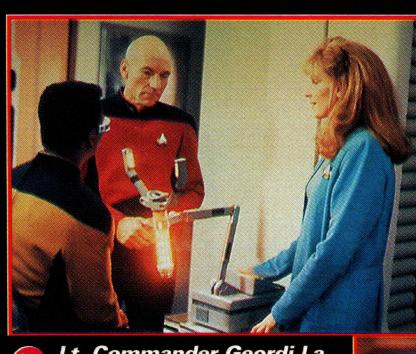
Cuts, bruises, and abrasions form a large percentage of injuries aboard a starship, and the doctor has a wide variety of tools to treat minor skin damage. One unit is a small handheld device consisting of a square base with a large purple indicator window on the outer surface joined to a narrower inwardly pointing section with a gold colored rectangle on the top. This device issues an electronic noise when passed over the patient effecting skin repair; activation is also denoted by small flashing indicator lights under a gold-colored panel in the silver colored unit's upper section.

IMMEDIATE RESULTS AND SURPRISES



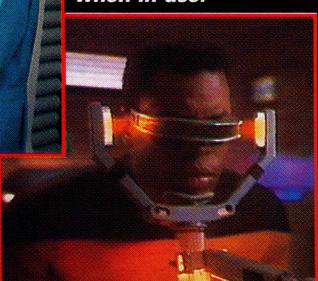
► **John is undergoing a metamorphosis that results in an extremely fast recovery. He is changing from a humanoid to a non-corporeal being.**

► **John Doe, a Zalkonian male, is treated for extensive injuries by Dr. Beverly Crusher. He is treated with arm and leg bands to accelerate his recovery.**



► **Captain Jean-Luc Picard, La Forge, and Crusher concur as to the accuracy of the optical scanner. The medical device emits a bright white light when in use.**

► **Lt. Commander Geordi La Forge undergoes an optical scan while wearing his VISOR. The test reveals that the U.S.S. ENTERPRISE NCC-1701-D is stuck in a temporal loop.**





STAR TREK: Voyager

A-Z Episode Guide Part 2

'THE CHUTE'

FILE 71 CARD 43



Ensign Harry Kim and **Lt. Tom Paris** are falsely accused of a terrorist bombing on the **Akritirian homeworld**. They must survive the harsh brutality of the 'Chute' penal colony where prisoners wear protruding implants that drive them insane.

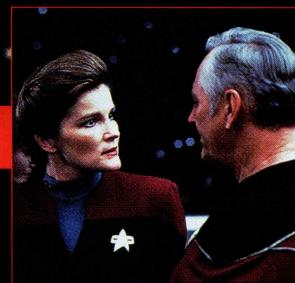


'CODA'

FILE 71 CARD 54



Captain Kathryn Janeway is seemingly killed during a shuttlecraft accident, and as the crew mourn her loss, she finds her beloved father, **Admiral Janeway**, beckoning her toward the next plane of existence. However, Janeway soon discovers that all is not as it seems in the afterlife.



'COLD FIRE'

FILE 71 CARD 25

Hopes of a swift return to the **Alpha Quadrant** for the **U.S.S. Voyager NCC-74656** are thwarted when the **Caretaker**'s female companion, **Suspiria**, manifests as a malevolent being eager to destroy the starship to avenge the death of its mate.



'COLLECTIVE'

FILE 71 CARD 131



Seven of Nine must negotiate the release of a captured away team from a **Borg cube** that is populated only by juvenile drones, and led by an unpredictable adolescent who believes the collective will return to reassimilate them.

'CONCERNING FLIGHT'

FILE 71 CARD 76

After the theft of a number of components from the **U.S.S. Voyager NCC-74656**, **Captain Kathryn Janeway** undertakes a mission to retrieve them – along with the Leonardo da Vinci hologram who believes he has discovered a brave new world in the **Delta Quadrant**.



'COUNTERPOINT'

FILE 71 CARD 101



Captain Kathryn Janeway becomes romantically attached to a **Devore** officer who seeks asylum aboard the **U.S.S. Voyager NCC-74656**. **Kashyk** also offers to help the captain illegally transport a group of telepaths through Devore space, but his sincerity remains in doubt.

'COURSE: OBLIVION'

FILE 71 CARD 108

The crew of the **U.S.S. Voyager NCC-74656** begin to suffer from a bizarre ailment where they revert to a semi-liquid state. Realizing that they are in fact **silver blood** replicas of *Voyager*'s crew, they begin a desperate race to the nearest **Class-Y**, or **Demon-class** planet – their only hope for survival.

STAR TREK: Voyager A-Z Episode Guide Part 2



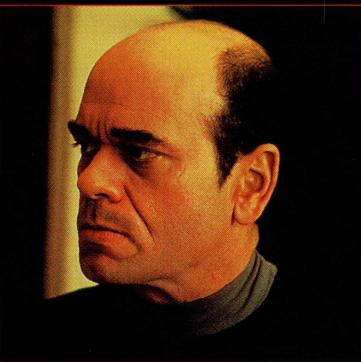
'CRITICAL CARE'

FILE 71 CARD 145

The **Doctor** is kidnapped, and pressed into service aboard a **Dinaal Hospital Ship** where an individual's usefulness to society is reflected in the treatment they are given. The Doctor is shocked by the conditions he witnesses, and resolves to correct the *Hospital Ship's* administrative failings.



'DARK FRONTIER'



Captain Janeway devises a mission to retrieve a **transwarp coil** from a damaged **Borg Sphere**. Captured by the **Borg Queen**, **Seven of Nine** is taken to the heart of Borg space – **Unimatrix One**. The crew of the **U.S.S. Voyager NCC-74656** work to rescue her from captivity and utilize the new technology.

FILE 71 CARD 106

'DARHLING'

FILE 71 CARD 57

The **Emergency Medical Hologram's** attempts to graft the personality parameters of a number of historical figures onto his own subroutines result in him developing a Jekyll and Hyde personality, with murderous results. The 'good' and 'evil' versions of the Doctor wreak havoc on the crew.



'DAY OF HONOR'



A failed technical experiment leads to the **U.S.S. Voyager NCC-74656** having to eject its **warp core**. **Lieutenants Tom Paris** and **B'Elanna Torres** are sent to retrieve it, but when their shuttlecraft is destroyed, leaving them adrift in space with only a few hours supply of oxygen, personal truths are revealed.

FILE 71 CARD 68

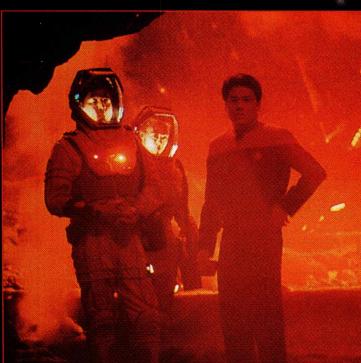
'DEADLOCK'

FILE 71 CARD 36

The **U.S.S. Voyager NCC-74656** is duplicated within a **spatial anomaly**, but both versions of the **Starfleet** vessel are threatened with destruction at the hands of the **Vidiians**. Their only hope for survival lies in **Captain Kathryn Janeway** making the ultimate sacrifice to save both sets of crews.



'DEATH WISH'



The crew of the **U.S.S. Voyager NCC-74656** encounter **Quinn**, a member of the **Q Continuum** intent on ending his immortality. This discovery attracts the attentions of another member of the Continuum, the inimitable **Q**, and **Captain Janeway** holds an asylum hearing to decide Quinn's right to free choice.

FILE 71 CARD 33

'DEMON'

FILE 71 CARD 89

A mission to find supplies of **deuterium** from a **Class-Y**, or **Demon-class** planet, leads to the discovery that a basic and unusual form of life exists, with the ability to mimic human form. The **silver blood** mimic the crew members so perfectly, that they initially do not realize they are not the real crew.



'THE DISEASE'

FILE 71 CARD 107

Ensign Harry Kim begins an illicit inter-race relationship with a member of the crew of the **Varro Generational Ship**. This indiscretion soon reveals, however, that Varro society is not as united as originally thought, and a secret faction plots to end their isolationist existence by breaking-up the craft which has carried them through space, housing many hundreds of Varro generations.